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✓ News and previews ✓ Game exclusives ✓ First Gamecube news
✓ All top N64 games tested ✓ Best Pokémon info ✓ Most N64 tips

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ISSUE 104

FIRST REVIEW

p12

CONKER'S BAD FUR DAY

WIN!
GAME BOY ADVANCE



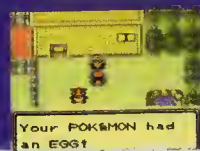
BANJO TOOIE
Bird 'n' bear
bounce back

p24



POKÉMON GOLD & SILVER
Ace breeding tips
for Poké Masters

p64



Your POKÉMON had
an EGG!



THIS IS THE JOURNAL OF KIT SCOTT ESQ, ADVENTURER AND SOON TO BE PILOT, AGED 10 $\frac{2}{3}$.

DAY 17 MOUNT GRAMIR

JUICECHOPPER © PROF JAMES REEL

TOP SPEED: 170 mph.

MAX. LOAD:
100 Kgs.

UNIQUE CITRUS

JUICE ENGINE, SIMPLY ADD
FRUIT JUICE HERE.

RANGE: 200 MILES (WHEN
POWERED BY THE FINEST FRUIT JUICES
FROM THE ROWNTREE. LESSER JUICES
MAY RESULT IN LOSS OF POWER WHEN
AIRBORNE)

Taking refuge from the blizzard which hit us on the third day, Loreth and I stumbled into the first cave we found and fell asleep immediately. I was woken by blinding sunlight glaring off the snow outside, and stretched to get the stiffness out of my bruised bones (from having rocks for a mattress).

To my surprise the daylight revealed that the cave was a hangar for a funny looking helicopter. There was a key in the ignition and I gave it a turn.

The chopper wheezed into life, like an old, tired donkey. But hopefully better at flying.

Brilliant, I thought. According to Loreth's maps, the Rowntree grew beyond the Canyon of Needles in front of us, and this would be the perfect way to cross it. Then, just as I was congratulating myself on my luck, the engine spluttered and died. I could not read the gauges on the dashboard, but the arrows pointed at zero. It had run out of fuel. I desperately hunted around for some sort of manual, and found a hand-written note slipped under the seat: "She flies like a parrot and eats like one too." I knew that parrots ate fruit, so perhaps

the chopper ran on fruit juice, but that wasn't much good in this snowy wilderness. Was it?

Visit www.helpkit.co.uk, leave your help and advice there and I'll contact you.

THE VIEW FROM HERE TO NEEDLE CANYON.
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Quick flick! ►► If you can't wait to see what we think of Conker's BFD, head for p12

Nintendo 

Only in this

Nintendo®

OFFICIAL MAGAZINE

Conker's Bad Fur Day

Go to
page 12

✓ Official UK review ✓ All you need to know

We show you...

- New Rare heroes and villains
- Awesome gameplay
- Rude 'n' crude gaming action!

Indiana Jones

Whip crackin' action on your N64 with the original Tomb Raider, Indiana Jones!



Go to
page 6

GAME NEWS

✓ New games ✓ First and best

Aidyn Chronicles The First Mage, Chu Chu Rocket Advance, Iridion, Lady Sia, Pokémon World, Rayman, Tony Hawk's Pro Skater 2, Tweety Pie, Dr Mario 64 ▼

NEW FOR
GAME BOY
COLOR

NEW FOR
NINTENDO 64



GAME BOY ADVANCE

Go to
page 82





REVIEWS

Go to
page 12

✓ Every new game out this month

Banjo Tooie page 24 ▼

At last! The bird and bear are back in the biggest adventure ever seen on your Nintendo 64. First official UK review.



Scooby Doo
page 34

Scooby, Scooby Doo,
where are you...?
He's on page 34, that's
where to look! ►



The Awesome Collection
page 37

If a Nintendo game's worth
owning, you'll find it in the
Awesome Collection. If it
ain't in here, it's not worth
bothering about! ►



BLAG FEST

Go to
page 76

This compo's bigger than ever!

Hang on tight for one of the biggest
NOM compos ever. We've got the
FIRST TWO Game Boy Advances in the
UK, and we're going to give them away
to super lucky NOM readers!

GAME GUIDES

✓ Beat the games you love

Battle for Naboo ▼ page 56



Majora's Mask page 68

Solve the game's toughest puzzles

Gold and Silver page 64

Advanced breeding guide Part One

Official Tips page 48

Your Tips page 52

Your Scores page 54



FREE GAME BOY MAGAZINE

✓ First and best

Mickey's Speedway page 2

Mickey and his pals are tearing up
the tracks on your GB Color.

Tilt 'n' Tumble page 14

Kirby's back in one of the Game
Boy's most original adventures.



Indiana Jones Infernal Mo

Indy's back on your N64 as the tough talking, whip crackin' supremo takes centre stage in one of the finest action games ever seen...

Game Info

By: **THQ**

Type: **3D Action adventure**

Release: **April**

es and the achine

The quest starts here

He's raided the Lost Ark, escaped the Temple of Doom and survived the Last Crusade. What's next for the intrepid adventurer, Indiana Jones?

Well, he's going to unravel the mystery of the mysterious Infernal Machine, a device so terrible world powers would pay millions to harness its power.

So grow some stubble, grab the nearest whip, pop that hat on and get set for the N64 debut of the world's most famous action archaeologist. Go for it Indy!



▲ The N64's come on leaps and bounds since it was first released and you can see the visuals in this game are enough to make Indy jump for joy.



▲ From baking deserts to ch-ch-chilly snow storms, this game will take you to the four corners of the globe and back.

Keeping up with the Jones

Contrary to popular opinion, an archaeologist's life doesn't consist of scraping away at Roman foundations with a teaspoon.

Instead it's a world bursting at the seams with beautiful women, incredible adventures and international travel.



▲ Just like in the movies you see that old red line being drawn on a map with a plane flying in the background. Looks like Indy's going places again.

And on all fronts, Infernal Machine won't let you down as Indy meets the ladies, gets right in the heart of the action and visits some astonishingly exotic locations. Here's a taster of what everyone's favourite jet setting treasure hunter gets up to in his latest caper...



▲ There are some breath taking sights to see along the way. Plug in your N64 Expansion Pak for some truly impressive views.

Shoot to thrill

Infernal Machine is a top adventure game, but it just wouldn't be exciting these days without a fair share of gun fighting.

To help you out as you lock 'n' load Indy can call upon a Z Targeting system just like Link in his Zelda quests.

In a similar way to Majora's Mask, just hold Z to activate the lock on. All that's left for you to do is blast away until the enemy is dead.



▲ You can blast nearby barrels of petrol to give baddies a right shock!



▲ There are plenty of guns to pick up like this cool hunting rifle.



▲ Make sure you search the bodies of your fallen enemies for more ammo and Medi Kits. It's just a shame that the combat is a bit dull and lacking skill.

Cool kit bag

If you want to save the world from destruction you'll need some handy items and you should see what Indy's got in his rucksack.

You can carry loads of useful goodies just by assigning items to the C Buttons for quick and easy access.

This way, that handy whip or your favourite pistol is never far from reach when you need them most.



▲ A snake tries to get slimy with Indy, so he tries to give it a taste of his whip.



▲ His humble cigarette lighter comes in very handy more than once.



▲ Of course, the most useful item of all is your good old pistol. Let 'em have it!

On location

You start your quest for the Infernal Machine having a poke around the searing American canyon lands.

This scorched, mountainous backwater is infested with rattlers and is the resting place for many a foolhardy gold digger.

But it's a great place to start your travels as you get to learn the ropes acquiring skills that will prove invaluable later on.

Here's a look at some of the places you'll end up visiting on your first outing in this amazing game...



▲ The way they've brought these locations to life is incredible with some of the best N64 graphics ever.



▲ This cavernous room is stunning. When you first see it though you soon want to see the back of it.



▲ Not being one for airports, Indy prefers a more private way to enter a country. The way he drops into this level is really cool.

Continue having fun

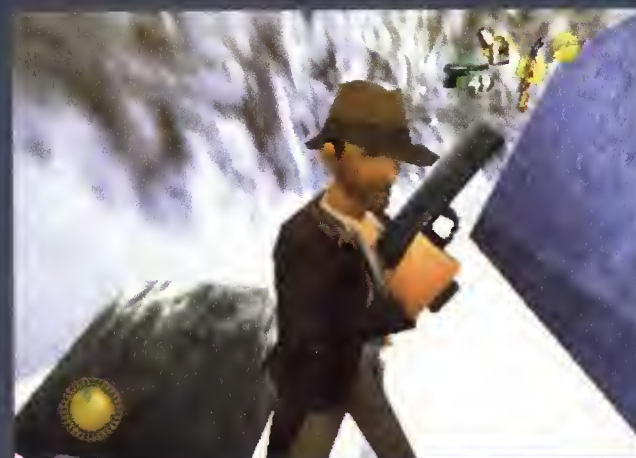
There are times when you'll be pulling out your hair in Indy's whip crackin' adventure.

Sometimes you can't quite make that jump or can't stuff that Medi Kit down your neck before a bunch of baddies fill you with lead.

Although the game is hard, you get unlimited continues allowing you to restart from where you last died.



▲ The game can be a major headache as you search for a hidden exit or try to solve a wicked puzzle, but at least you can save your game at any time.



▲ There are hidden dangers lurking round every corner, so keep 'em peeled.

Camera man

Indiana Jones must be used to being in front of a camera these days, and it's a good job too!

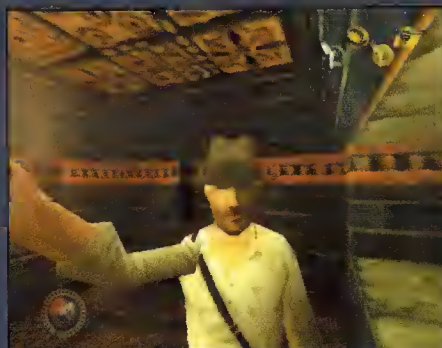
The camera in Infernal Machine is not fixed and hovers around practically getting up Indy's nose showing him from every angle as you play.

While this is tricky at first as you try to get the right view before a nasty jump, the **Z** Trigger puts the camera right behind you.

Now you'll be able to look up ahead and see exactly what precarious hazards await our intrepid explorer.



▲ Move the camera to see what's in front and work out your best plan of action. Hop to it, Indy!



▲ Move the camera around a little and you can get a good look at how well they've brought him to life.



▲ In battle, the camera locks on to your enemies, even if it is only a little scorpion. Take that sucker!

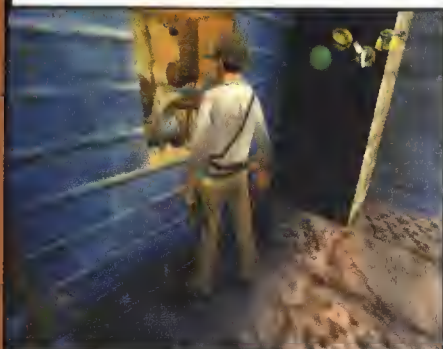
Tricky business

Much like *Who Wants To Be A Millionaire?*, you don't get the big prizes here without some pretty tough brain teasers.

Though some puzzles you come up against are nothing more than working out which ledge is within range, some of them are real head bangers that will make you want to cry.

They'll have you grinding your teeth into a fine powder before you get the better of them, so just keep a cool head!

▶ Can't reach that ledge up there? Why not shunt a handy crate over and use it for a bunk up.



▲ Hmm, wonder what these machine parts are all for? Believe us, this one's not so easy to beat.



▲ We love pulling mysterious levers. They always seem to make something happen...

Ready for action

Good old Indy wouldn't be able to save the day without some smart moves up his sleeves.

If you've ever wanted to take control of Hollywood's finest whip cracker, this is shaping up to be the game for you.

Jonesey is a man of few words and a lot of action. And with the neat controls, you'll be able to make Indy pull off some super slick moves.



▲ With a mighty lash of the whip, you can hook onto a pole and haul yourself up.



▲ When you stand next to something, the A button lets you know if you can perform an action like climbing up this ladder.



▲ Though no water baby, Indy's not adverse to getting a little wet. The way he takes his hat off before plunging in is class.



▲ Don't be afraid to get your hands dirty! Some areas can only be reached by crawling. Watch out for those cobwebs though!

Movie sequel

Few would argue that Indiana Jones is one of the best movie heroes ever and the films he's been in are pure class.

So we were getting seriously hot under the collar in anticipation to see how well they would bring Indy from the silver screen to a grey N64 cart in your very own bedroom.

They've done a damn good job in the looks and gameplay departments with moments that get you on the edge of your seat. But with the way this guy talks, he would have failed the auditions for the movies!



▲ Cut scenes keep you up to date with the plot and you'll meet loads of characters. Indy's voice doesn't sound much like Harrison Ford, though.



▲ Every so often you're treated to a movie just like when you steal into the Russian base on the back of this truck.



▲ This Russian scientist is totally mad and you'll have your work cut out trying to get the better of him. It really feels like you're part of an Indy film.

We think...

Infernal Machine offers up a great looking, brain taxing platform hopping adventure that Indy fans are gonna love. This is movie magic at its very best.



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New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

- 0-44** Real rubbish
45-64 Still not worth playing
65-79 Nothing too special
80-89 Pretty good, but not exactly great
90-100 Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



NINTENDO 64

Conker's Bad Fur Day p12

The N64's gone all grown up in one of the funniest, sickest games of the year.

Banjo Tooie p24

The world's most famous honey bear and breegull are back in business.

Scooby Doo! Classic Creep Capers p34

Shaggy and Scooby are here for some hair raising quests.

Game Info



Price: **£59.99**
Release: **13 April**



Conker's Bad Fur Day

It may be rude and crude and make your Granny's hair fall out with shock, but BFD is also a nut crackingly good game.

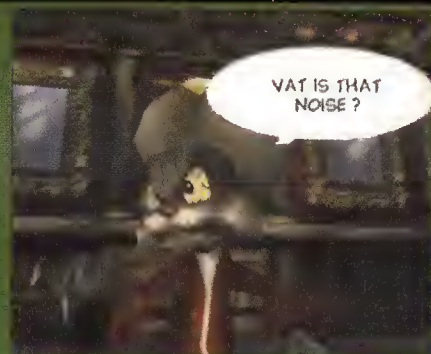
The rudest game ever?

Get ready for the game that is set to send shockwaves around the Nintendo world.

N64 games are famous for cuddly characters and family friendly fun, but Conker's BFD will rock that clean cut image back on its dainty heels.

It's full of swearing, toilet humour, rude bits that we can't even show you here and even the odd raunchy song or two.

► The game starts with Conker getting drunk in a pub and telling porkies to his girlfriend Berri on the telephone.



▲ It's not all sick toilet humour. The film spoofs are very clever and polished, including this hilarious Dracula rip off. What a hoot this is!

WE SAID "With its filthy jokes and disgusting baddies, Conker's Bad Fur Day will be a belter. Just don't let Mum see it!"

Warning
Foul Language!



Out of control

Unlike other great platform games like *Banjo Kazooie*, *Conker's* controls are very simple.

The squirrel has very few moves to use during the game and you don't have to worry about searching for loads of pick ups.

Conker munches chocolate to stay alive and collects cash for good deeds. That's all he needs to survive in this mad world!



▲ Press **A** to jump then press and hold it down again so that Conker can hover across larger gaps.



▲ Press **B** to use Conker's weapon, which for most of the game is a giant frying pan, useful for cracking skulls.



▲ Conker can even swim, although you have to watch his face in the corner. If it turns blue, he's run out of air.

Context zones

As you walk around Conker's world, look out for the **B** button pads that are scattered about 'cos they will unlock the game's class secrets.

When Conker stands on them a light bulb will appear above his head. Press **B** and you'll be given the exact object Conker needs to access the hidden surprises.

You'll then have to figure out how to use the object that appears, which could be anything from a hangover cure to a huge anvil. Go get 'em Conker!



▲ You don't always have to be standing on a **B** button pad for the light bulb to appear. Here you get to bite the giant cavewoman's big bum. Just watch he doesn't let out a silent, but violent...



▲ It seems like you're taking a leap into thin air, but suddenly the light bulb appears. Press **B** quickly to save Conker from a big splat.



▲ Use the monk's book to jump on top of the giant dinosaur egg and press **B** to hatch your very own baby Raptor. It's so cute!

LOOKS Even the disgusting levels are drop dead gorgeous. The amazing detail on the brilliant film spoof stages takes our beloved N64 to new heights of visual pleasure. Prepare to drool.

Drive you crazy

Conker's BFD takes you back to the days of old fashioned platform games where you had to rely on skill alone to succeed.

Whilst the **B** button gadgets are fun, most of the game is spent perfecting your precision jumping.

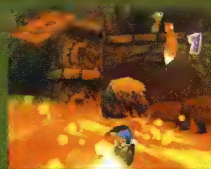
Make no mistake, your gaming skills will be well and truly tested playing *Bad Fur Day*, and you'll frequently find yourself screaming with frustration as you fall to your doom.



▲ When Conker turns into a bat you must avoid the villagers' stakes whilst dropping bat poo on them.



▲ This had us using more foul words than Conker! Bounce on the flower's, um, chest to get across.



▲ The lava surfing is ace, but very tricky. Control your board whilst whacking cavemen over the head.



▲ The weasel boss wants you to carry a bomb to the Uga Bugas. You've got 90 seconds before it blows up!

Wish you were here

There are nine huge chapters in Conker's BFD, all of them featuring many different sub levels.

At first they seem like the sort of normal locations that you see in most

3D platform games. Not this one!

But like everything else in Conker's hilarious adventure you soon realise that even the most innocent worlds are more than a little twisted.



▲ Oh, that looks nice, a chocolate mountain, or is it? Actually, no. It's a mountain of pure poo! One of your tasks here is to roll a giant poo ball up the mountain.



▲ Count Batula's Castle looks like a lovely old mansion, but the blood dripping from his human grinding machine makes it less hospitable. There's claret everywhere!



▲ After wading through rivers of poo you also get the chance to explore the smeggy, snot encrusted nostrils of a huge dinosaur. Steer clear of the greenies!

SOUNDS Conker and his mates have hilariously funny voices that will make you laugh out loud. The music is cool and fits with the tone of each level. And the singing poo rules!

Evil dead

Conker's BFD is a traditional platform game in the sense that each chapter has several mean and nasty bosses.

In order to progress you've got to beat them in a particular order and the challenges are some of the hardest ever seen.

There's nothing quite as satisfying as figuring out how to get the better of one of these huge meanies and giving it to 'em real good.



▲ This Terminator boss has a huge red button on his back just begging to be pressed. Lure him to the electricity and wait until he's momentarily paralysed.



▲ You know that this caveman's hairy butt is his sensitive area, but how do you get him to expose it to you? Try attacking the front of his loincloth first.



▲ Like the caveman, the old boiler boss has two very sensitive objects between his iron legs. Time for Conker to fight dirty and make old boiler squeal like a piggy!

Best mates

It's a hard life for Conker, wading through sewage, dealing with the weasel mafia and getting conscripted into the army.

Good job he has some cool friends to help him on his journey. Who cares if some of them are pretty weird?

Most of them will give him cold hard cash provided he performs a good deed for them in return.



▲ The Queen Bee keeps getting her hive nicked by wasps. Conker agrees to help her out just to stop her whining at him, but watch out for the vicious stingers.



▲ Most of Conker's mates get killed in the trenches, but he's still got a loyal grey squirrel buddy to rely on.



▲ After trying to kill Conker, he fools the Uga Bugas into thinking he's their God. Now they'll fight to the death to help him!

Heavy artillery

At times the game seems like two huge games in one. The first part is more of a platformer, while the second is chock full of guns, shooting and destruction.

Having perfected Conker's jumping skills you now have to learn how to handle some powerful weaponry and boy are they going to blow you away.

So put away your frying pan and check out some pretty mean pieces of firepower. Have some!



▲ On the Vertex level, Conker gets to blast at the gangsters with an impressive pair of Uzis in a wicked spoof of The Matrix. Keanu Reeves just isn't a patch on our sharp shooting squirrel.



▲ The only way to get rid of these zombies is to blast 'em with a double barrelled shotgun. Take aim and fire!



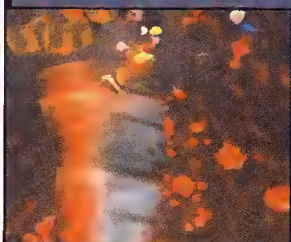
▲ That's more like it! Once Conker joins the army he can play with some cool guns. Who's the daddy now?

Not for the squeamish

Conker is obviously considered an adult game because of the language used throughout. But the cheeky chap's quest also features some of the most gross violence in a video game.

There really is some stomach churning stuff on display which could make even the most hardened Nintendo turn white and puke.

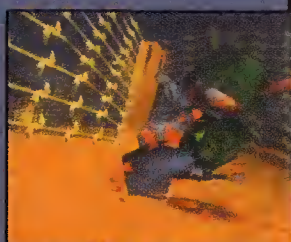
Here are a few tasty morsels, but be warned, those of a squeamish nature should look away now.



▲ When Conker gets chopped by these blades you watch as his body gets sliced in two. It's gross!



▲ Conker's made this cow drink prune juice and is about to gore her to death on a bull. What's next ain't nice.



▲ The beach assault is so blood splatteringly nasty. Just tell yourself it's jam and you'll be fine.

Outrage!

By now everyone should know that Conker's BFD is very rude indeed. It's possibly the naughtiest console game ever.

There's tons of strong swearing throughout, and there's even some scenes of rumpy pumpu. How rude!

At first it's strange to see cute cartoon characters turning the air blue, but the shock value soon wears off after a while.

We can't show you most of the good stuff, but we'll try and squeeze these shots past the censors.



▲ These weasel guards are so stupid they don't realise Conker's a squirrel. One of them has a noisy poo whilst the other questions Conker.



▲ Conker helps the King Bee get it on in noisy fashion with his sunflower girlfriend. Make sure the vicar doesn't see or hear this bit!



▲ Conker uses his natural body fluids to pee on these Fire Imps and turn them to ash. It's hilariously funny, though some people might be offended.

ONE PLAYER This is truly a monster sized game. Either you'll die laughing well before the end or it will take you months of dedicated gameplay to reach it. A classic title.

THEY'RE JUST IMPOSSIBLE TO SAVE.



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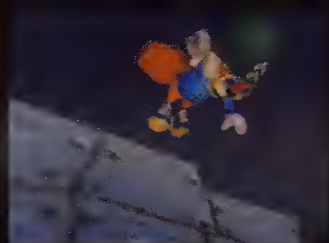
The 64th Academy Awards



In association with...

Best Actor Conker

1



▲ It was a time for heroes and only one squirrel could save the day... Conker!



▲ To stop the evil Tediz, Conker and his pals attack, but it goes horribly wrong.



▲ With Conker's mates being cut up left, right and centre. It's time for action!



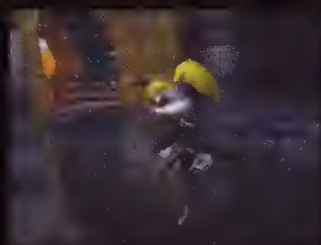
▲ Kill the Tediz one handed in The Mission Is War, showing at all N64's now.

Best Actress Berri

2



▲ By day, Conker's gal is an innocent all singing, all dancing, fitness freak.



▲ But at night this innocent lady turns into a butt kicking super vixen. Yeah baby!



▲ With gorgeous looks and shooting skills to die for, Berri is a screen queen.



▲ There's only one blonde who can help Conker. Hail to the Queen baby!

Best Movie Moment The Vertex

3



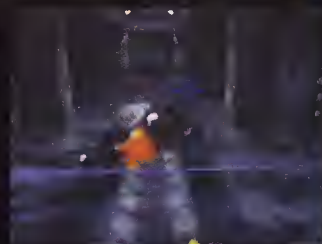
▲ It started off as a humble bank raid until Conker discovered his gift...



▲ Using his special powers, Conker can fly through the air and dodge bullets.



▲ Your jaw will drop at the state-of-the-art directing from the Rare studios.



▲ Will the duo wipe out the weasels? Only you can find out in The Vertex...





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Buddy battles

Conker's BFD boasts some of the coolest multiplayer games we've seen in a long time.

Best of all, you don't even need any mates to play some of them as you can opt to play against computerised opponents and blast away at their sorry hides.

It's neat, clever touches like this that make the game so special as well as the hilarious swearing and the naughty stuff of course. Better find some mates and get blasting!



▲ Heist is one of the solo games where you get steal a bag of money from the Feral Reserve Bank. That is unless the dastardly weasel gang beat you to it.



▲ Death Match is another solo game where you simply have to kill all your opponents with tons of weapons and sneaky tricks, including wee power.



▲ Beach is a sick, but hilarious, team game where you can play as either Frenchies running for safety or evil Tediz trying to kill 'em. It's a riot.



▲ Raptor is a team game where you can choose to play as a Raptor and chow down on some crisp 'n' crunchy cavemen. Sweet.

MULTIPLAYER Even once you've completed the one player adventure, the ace multiplayer games will keep you hooked for even longer. Definitely some new NOM favourites.

You're not coming in

With all the adult humour, swearing and gore, your mum and dad aren't gonna like it too much.

Unfortunately Conker's BFD has been given an ELSA rating of 15+ because of the mature nature of this amazing game.

Older Nintendooids are gonna be able to buy it no problem, but you younger N64 owners may have to get past your folks first. Better get your butt off the sofa then and wash your old man's motor...



▲ Unfortunately, younger Nintendooids may not be able to play this fab game unless mum and dad say so. Because there's buckets of blood, rude words and naughty bosses you'll have to bend and grovel to get £60. That's a lot of dishes to wash!

Fun and games

Leaving all the controversy aside, this is basically just a cracking good laugh, provided you're old enough to play it.

Imagine a cross between the gross humour of South Park and The Simpsons' Itchy and Scratchy and you'll have the right idea.

There are so many moments to pick we've had to deliberate to bring you our faves...



▲ The prehistoric disco had us rolling around the floor laughing. Conker even tries out a few dance moves with the rock monsters. It's a classic.



▲ The Professor is one of the funniest characters in the game. We love this moment when he finally gets his come upppance.



▲ What can we say! The giant singing poo is one of those great moments in gaming history. If this doesn't make you laugh you must be a glove puppet.

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

It's a shame Conker's BFD is too raunchy for young gamers as it's an awesome treat, with ingenious levels and gameplay. Buy it, but prepare to be truly shocked.



93%

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**CART
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Banjo Toobie



Game Info



Price: **£44.99**
Release: **13 April**



It's another smash from the Rare hit factory, starring everyone's favourite bear 'n' bird, Banjo and Kazooie. Once again, prepare to be dazzled...

WE SAID → "Banjo Toobie is looking just as lip-smackingly tasty as the original adventure, and is already looking to be one of the best N64 games of the year."

Sizzling sequel

After months of painful delays and as much hype as we can take, we're finally able to bring you the first UK review of Banjo Toobie. And, luckily, it's definitely been worth the wait...

For those of you who've been in solitary confinement for the past year, Banjo Toobie is the follow up to Banjo Kazooie, the first N64 adventure to topple Super Mario 64 from its position as best N64 platformer.

Once again, the game stars Banjo and Kazooie, along with many characters who were first introduced in the original game. But that's where the similarities end, because Banjo Toobie offers a totally brand new adventure, bursting at the seams with absorbing gameplay, belly laughs and magical characters.



▲ Honey bear Banjo and his crested Breegull mate, Kazooie, are the ultimate adventuring duo. Now they can split up, making for double trouble.

◀ Everything about this adventure is big... the worlds, the challenges, the quests and especially the enemies. Take a look at this dino!



Just to recap a little...

We all thought we'd seen the last of ghastly Gruntilda at the end of Banjo Kazooie. Alas, so did Banjo and his pals as they settled down to a relaxing game of cards.

Little did our heroes know that the wretched witch had two wicked sisters, or that they were hatching a vile plot to free Gruntilda from her grave. This can only mean trouble, and you know it'll come down to the dashing duo to stop Gruntilda and her twisted sisters...



▲ Banjo Tooie starts with Banjo, Kazooie, Bottles and Mumbo playing cards.



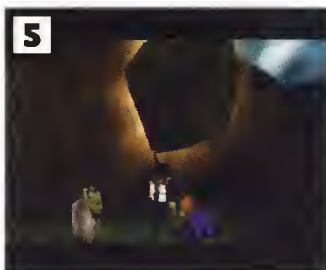
▲ Their game is interrupted by a strange sound coming from outside Banjo's house...



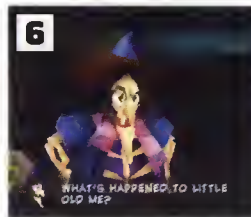
▲ At first they think it's someone playing around, and after a while the sound stops.



▲ Holy smoke! Who's that coming out of the burrowing machine? It's none other than Gruntilda's sisters, Mingella and Blobbelda. What can this mean?



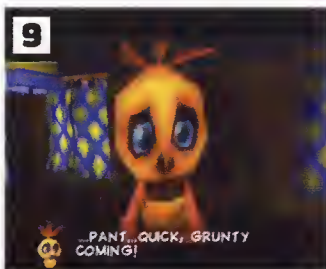
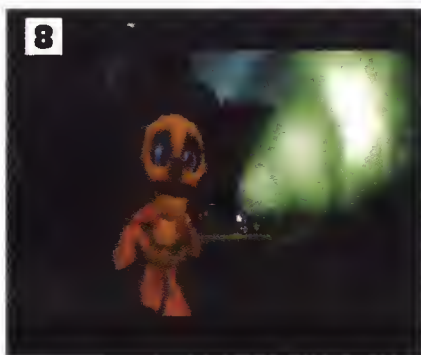
▲ It means that they're trying to free Gruntilda from her underground grave!



▲ Gruntilda's really not happy with the state of her body.



▲ Brave Mumbo ventures outside to see it all happening.



▲ Breathless Mumbo races into Banjo's house to warn the other three.
◀ Unfortunately, Gruntilda sees Mumbo hiding behind a boulder and chases after him, firing fire balls at the poor fella.



▲ Hapless Bottles thinks Mumbo's kidding about and stays put. Evil Gruntilda blasts Banjo's house with Bottles inside and he doesn't survive.

Wonder worlds

There are eight worlds to play through in Banjo Tooie, each offering a distinct and engaging theme, whether it's a warped amusement park like Witchy World, or the dark and gloomy confines of Glitter Gulch Mine.

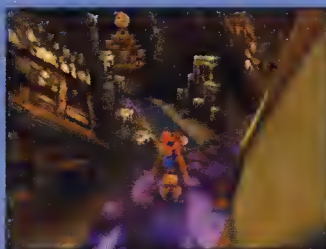
Inside each world you'll find tough bosses, tricky puzzles, funny characters and the sort of challenges that'll have you glued to your Nintendo 64 for hours on end.

LOOKS → There's unbelievable detail at every turn, from characters who actually have character, to views that stretch all the way to the horizon. An astounding looking game.



Mayahem Temple

Mayahem Temple is home to the Stony Tribe. It's the first proper world, after the Spiral Mountain and the Isle o' Hags training areas. Here you'll take part in a Kickball tournament, and explore Targitzan's Temple.



Glitter Gulch Mine

Glitter Gulch Mine is a dark and moody labyrinth of caves, railway tracks and abandoned mines. You'll learn some important moves here, such as the Bill Drill which is essential for smashing boulders.



Witchy World

Witchy World is a dark and twisted amusement park, operated by none other than Gruntilda herself. There are some crazy mini games to play while you're here, including the dodgems and flying saucer.



Jolly Roger's

Jolly Roger's Lagoon is split into two worlds, one underwater and the other above ground. Underwater you'll encounter vicious beasts of the deep, while above ground there are plenty of interesting people to talk to.

Character traits

Rare games are renowned for their crazy characters, and Banjo Tooie is no exception.

During the course of this massive adventure you'll come across characters old and new. Some of these guys will help you, while others soon become sworn enemies. Here are some of the big players...

SOUNDS The distinctive music, and inventive sound effects add another magical layer of fun that always matches the mood.



Banjo

Banjo's a honey bear, and much more sensible than feisty Kazooie. In fact, he much prefers the quiet life, tucked up at home in Spiral Mountain. This time, Banjo also gets to work alone.



Kazooie

This Red Crested Breegull is one lairy lady. Kazooie's always ready with a bit of back chat and a bad, baaaaad attitude! Together, Banjo and Kazooie make the perfect adventuring team.



Mumbo Jumbo

Since the last Banjo game, Mumbo's been busy honing his skills at Witch Doctor School, making him a much more powerful character. You can now control Mumbo in the game.



Jamjars

This tough talking military mole is Bottles' brother, although they're like chalk and cheese. He may lack a sense of humour and appear a bit stiff, but he's got some essential info for you.



Gruntys sisters

They may seem like a female Laurel and Hardy, but Grunty's sisters Mingella and Blobbelda are powerful witches, capable of freeing Gruntilda from her grave. This is the first time the three have been together since childhood.



Gruntilda

She's the villain that just doesn't know when to give up! We left her dead and buried at the end of the last adventure, but here she is again! Returning as a skeleton, she's determined to find a new body, no matter what it takes.



Humba Wumba

In terms of who's the best at weaving magic, Mumbo Jumbo's got some serious competition. One thing's for sure, Humba Wumba wins in the looks stakes. She can transform Banjo into some amazing disguises.



King Jingaling

He's the king of the Jinjos and ruler of Jinjo Village. Grunty and her sisters ploughed through his village, scattering the inhabitants of Jinjo Village far and wide, jeopardising the annual kickball tournament against the Moles.



Terrydactyl

Welcome to the land that time forgot. Terrydactyl is home to some ferocious dinosaurs and scary cavemen, not to mention a tough boss battle. Banjo and Kazooie need to be on their toes to beat this sprawling level.



Grunty Industries

Grunty Industries is one of the hardest levels in the game. There are loads of enemies after you, including wrench wielding head cases and hordes of flying guards. It's here that you can turn Banjo into a washing machine.



Hailfire Peaks

This is a world that's half ice and half fire... hence the name! One of the coolest tasks is to turn Banjo into a giant snowball and roll down a hill getting bigger and bigger. This is Nintendo gaming at its very best!



Cloud Cuckooland

This is the last world before you come face to face with Grunty herself. Cloud Cuckooland is a weird world set in the clouds, so there's plenty of opportunity to give Kazooie's wings a work out. And the bee's back, too!

Eyes wide open

For some people, collecting items in a game is most of the fun. For others, it seems like a boring waste of time.

In an effort to keep everyone happy, Rare has given the whole collecting thing a lot of thought, so now there's every incentive to keep your eyes peeled and search every nook and cranny for cool stuff.



Jiggies

Number per level... 10

No Jiggies, no progress! Jiggies are the number one collectable and, without them, the Master Jiggwiggy won't use his awesome powers to unlock new areas. You'll have to complete a fiendish puzzle first, though!



Jinjos

Number per level... 5

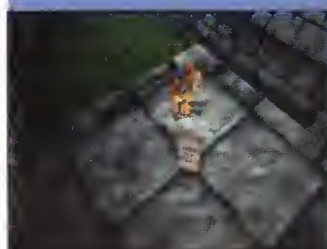
Cuter than a slice of cute pie! If you find any of these little dudes on your travels, it pays to pick them up. They'll be so grateful to be returned home that they'll give you a Jiggie piece once an entire family is reunited.



Glowbos

Number per level... 2

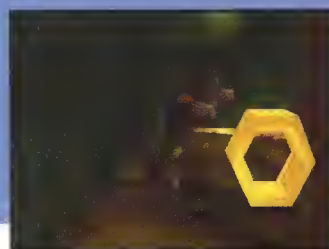
Glowbos replace the Mumbo Tokens you collected in Banjo Kazooie. These rare and magical creatures are found near Humba's tepee and Mumbo's house, and are the fuel for Mumbo and Humba's magic.



Cheato pages

Number per level... 3

Grunty tore out Cheato's pages so, if you want to access some cool cheats, you're just going to have to find them. Every five pages gives you a new cheat to use, so make sure to grab 'em all.



Honeycomb

Number per level... 3

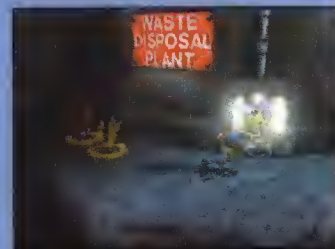
These useful items increase your energy. If you give these to Honey B in the Isle o' Hags, she'll reward you with an extended energy meter. And you'll need all the energy you can get!



Eggs

Number per level... varies

Kazooie doesn't want to hatch them. Instead, she wants to use the Eggs as weapons! There are five types of Eggs, ranging from common Blue Eggs, through to the rare Clockwork Eggs.



Feathers

Number per level... varies

Like Eggs, there are more than one kind. The most common ones are the red feathers which are used as fuel when Kazooie's flying. Gold feathers offer a limited amount of invincibility.

ONE PLAYER ➔ As good as it gets! The gameplay, from fighting enemies to solving puzzles, is just incredible. There isn't a wasted moment.

Spiralling into control

The adventure starts in Spiral Mountain, home to our intrepid adventurers.

It's worthwhile spending a while here to perfect the awesome moves that make Banjo Tooie such a blast. From here on in, it's all new...



▲ There's nothing like taking to the sky to test out Kazooie's wings. Time for another spellbinding adventure with Nintendo's favourite bird 'n' bear duo.

Black magic woman

In the last adventure it was Mumbo Jumbo who held all the magic.

However, with the arrival of the gorgeous Humba Wumba, there are two masters of hocus pocus in Banjo's latest quest.

Humba's a rather nice looking Native American shaman who can turn Banjo and Kazooie into a range of crazy characters, including a washing machine, a dynamite detonator and a delivery truck. But you'll have to bring her a Glowbo if you want to transform Banjo...



▲ By bringing Humba Glowbos and jumping in her magical pool, you can transform Banjo into some incredible alter egos. Check out the truck!



▲ Naturally enough, each of Banjo's new guises comes with a set of wicked moves, whether it's the sub's torpedoes or the detonator's self destruct.

MULTIPLAYER ➔ Not bad. In fact, it's amazing that Rare were able to squeeze in some multiplayer modes! Good fun, but not the icing on the cake.

BANJO-TOOIE™



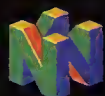
Banjo and Kazooie are back, and



for the first time ever they can separate



as they tackle wild new worlds



NINTENDO⁶⁴



**REST
ROOMS**

Sometimes you need to split up to get the job done.



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Nintendo®

OFFICIAL MAGAZINE



Respect my authority

Sergeant Jamjars is a vital character in Banjo Toonie as he's the guy who teaches our heroes all the moves they need to complete their adventure. And there are loads of different moves to master.

Throughout the course of this epic story, Banjo and Kazooie can use over

40 moves, many of which are vital for beating Gruntilda and her evil sisters.

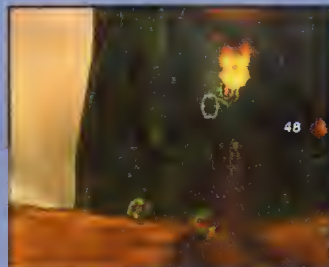
The moves are mostly used for completing the cool tasks and mini games which present themselves as you explore, so it pays to listen to what Jamjars has to say. If you don't pay attention, you'll come a cropper.



▲ Attention, you 'orrible lot! Look lively, Privates Banjo and Kazooie, you're about to learn some super sharp moves.



▲ The Bill Drill is essential for smashing boulders that block your route. All you have to do is jump and hit the Z trigger.



▲ The egg attack is one of the most useful moves as you can pick off enemies from a distance. Our favourite is the Fire Egg.



▲ The cool Beak Barge can be used to defeat stubborn enemies, use switches and move objects around the place.

Mumbo da man

Mumbo Jumbo was responsible for teaching Gruntilda all the magic she knows.

Luckily, he's on Banjo and Kazooie's side now and, unlike the last adventure, he's now a playable character. After bringing Glowbos to him you'll be able to take him for a spin to practice some magic, such as turning a statue into a walking giant or levitating huge boulders.



▲ Mumbo's magic is incredibly powerful. In fact, he can make huge statues move and perform tasks for him.



▲ Littered through the worlds are Mumbo Pads. When Mumbo stands on them he can perform certain tasks.



▲ Mumbo's house may look creepy, but you'll get a warm welcome if you turn up with a Glowbo.

Warping around

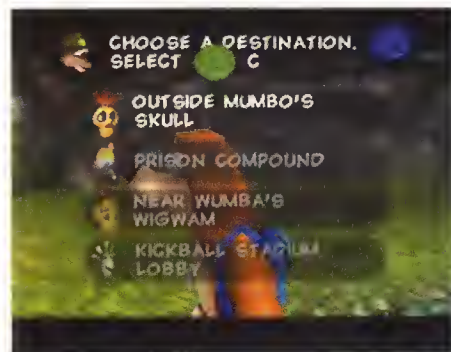
Banjo Toonie is one of the biggest Nintendo games we've ever played. The eight worlds are absolutely massive and, as poor Banjo's only got short, hairy legs, getting from one end of a world to another can be a long slog.

But with the introduction of Warp Pads, you can simply select the part of the world you want to get to and you'll be instantly warped there, without having to wear out Banjo's poor feet! This is very handy, as you'll be criss crossing the worlds many times throughout the game.

In order to activate the Warp Pads, all you have to do is run across them. If you've done it right, the pads will sparkle for a few seconds.



▲ Keep your eyes peeled for the warp pads. Simply by walking over one you activate it, and you can then use it whenever you need to get around the level quickly.



▲ All you have to do is choose your destination and, in seconds, you'll be there. How cool is that!? Sure saves wear and tear on big ol' Banjo's feet...

Not just one player

Banjo Tooie would've been awesome even if it was just a one player game, but with loads of ace multiplayer games to try it's a 24 carat, super duper fun monster.

There are loads of multiplayer mini games to choose from and, all in all, they're pretty decent, although not a patch on Perfect Dark or Goldeneye.



▲ We all love the dodgemes! In this version you've got to run over coloured blobs to rack up a decent score.

▶ Controlling Kazooie, you've got to rummage around a trash can on the lookout for tasty morsels.



▲ The Deathmatch arenas are brilliantly designed, with plenty of places to lurk.



Do you think Banjo Tooie is the best adventure game to grace the N64...? Write to Club Mario on page 72 and tell us what you think!



Light relief

If there's one thing we all associate with Rare, it's their mini games. These little pockets of fun are a welcome relief after hours of intense adventuring.

Banjo Tooie doesn't disappoint, offering some ace games that are just as polished as the main adventure itself. Let's check 'em out...



Pot O' Gold

Get jiggy with this test of your aim. Shoot away at the rows of Jiggies, and try and rack up as high a score as possible.



Mini Sub Challenge

This underwater challenge is a test of reflexes and sharp shooting. Blast away at the mines that appear randomly in the arena.



Ordinance Challenge

It's a race against time to defuse the packs of dynamite, while avoiding the hordes of goons guarding them. Keep your cool at all times.



Mayahem Kickball

It's like football and rugby mixed, except there are four goals. Get the rocks and shoot them into the goals to score points.



Saucer of Peril

Take control of a cool flying saucer and try to destroy all the floating targets... while trying not to crash your space ship, of course.

Nintendo
OFFICIAL MAGAZINE

GAME SCORE

Is this the best adventure game on the N64? We think so! It's got everything... fantastic characters, incredible worlds and buckets of challenges that'll blow your mind. We can't recommend Banjo Tooie enough. Just go get it!

97%

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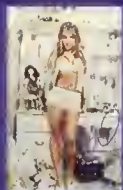
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RED HOT CHEATS

Pokemon Gold

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Zelda 2

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Perfect Dark

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Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st May 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. Fanz may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: www.fanz.co.uk, PO Box 28 Northampton NN1 5DS. Helpline: 01604 491185 Winners Line 08700 101597.

Scooby Doo!

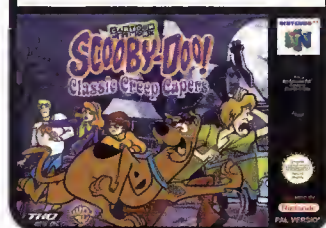
Classic Creep Capers

Join Scooby and the gang on a puzzle solving adventure where the biggest mystery is why the game's so pants... Zoinks!

Game Info



Price: **£44.99**
Release: **Out Now**



► Here's the Shagster himself! All the characters are faithful to the cartoon show and you might chuckle as Shaggy and Scooby bumble around the game.

WE SAID ► "Scooby Doo cartoons are still as popular as ever, and this Nintendo game looks like an absolute blast. Should be a sure fire winner."

Mediocre mysteries



In this N64 adventure you take control of everyone's favourite layabout, Shaggy, and you're followed around by Scooby Doo himself.

The idea is simple. Explore the nicely drawn environments, searching for clues and solving the four mysteries which make up the game.

Three of these stories are taken from classic TV episodes such as That's Snow Joke, plus there's a brand new Scooby Doo mystery to solve.

You have to hunt around spooky locations, sniffing out clues and puzzle items that the rest of the gang then use to unmask the baddie. If you've ever seen the TV show, you know the plot already!

All this sounds like a cartoon fan's dream, right? Unfortunately, Scooby Doo really is a dog...



◄ It's the Mystery Machine! Everything that's made the TV show so popular is in the game. Aside from the funny jokes, great animation and hilarious sound effects...

► Bowl-haired Velma gets herself kidnapped early on and she's lost her glasses to boot. It's business as usual in the Scooby world, so just push on and solve the mystery, you pesky kids!



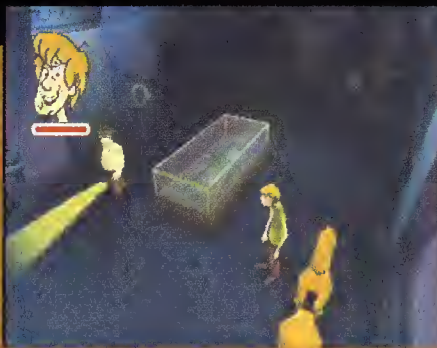
Creepy controls

There's no fighting in Scooby's N64 game, but there are loads of things to avoid, so be on your guard at all times.

Shaggy has a meter at the top of the screen to show his fear level. If this meter runs down to zero, you'll have to start that section over.

The biggest problem is the controls. Bumping into scary creatures will reduce your fear meter, but running away from them is often impossible.

You can be running forward one minute, then suddenly the view changes and you'll turn around and run straight into the arms of the monster! Sometimes, this game's just plain stupid.



▲ Avoid the security guard with the torch and, later on, you'll be able to trick him and steal his keys!



▲ When you get spooked you'll tremble for a second or two and be unable to move. This gets REALLY annoying!

Give us a clue

To solve each mystery you have to search for items and clues, a lot like a treasure hunt.

Important objects will flash on the screen so you shouldn't miss them, but working your way around the mazes of rooms to find them can be tricky.

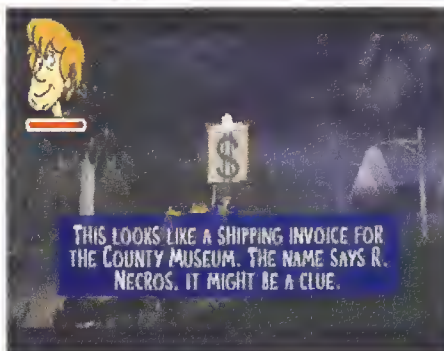
Once you've found a bunch of important bits and bobs, you should always remember to take them back and show 'em to the rest of the gang.

They can then analyse your items and piece together the different sections of the puzzle.

► Objects have mysterious names, but you don't really care about what's going as the gang do all the thinking.



▲ Hold down the **B** to call up your inventory, then you can select which item to use with the **A** button



▲ If you get stuck and you've given the gang all your stuff, it probably means there's more to find. Get hunting!

SOUNDS ► The tunes are rubbish and there's only a teeny weeny bit of Scooby speech. The sound effects will get on your nerves, too.

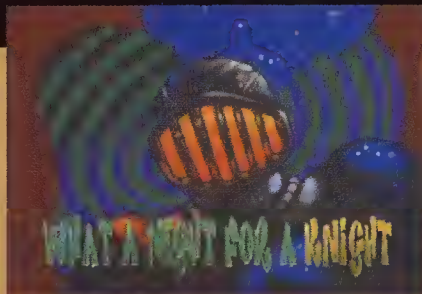
Groovy graphics

It's not fun to play, but at least Classic Creep Capers stays faithful to the cartoon show.

Scooby makes some trademark barks and there's plenty of Zoinks and Jinkies in the speech bubbles.

The graphics are especially good at bringing the Scooby magic to life on your trusty N64.

► Before each mystery, you get a TV show style intro.



▲ Shaggy and Scooby go tomb raiding. Our heroes may look great, but it's a shame about the rest of the game.

LOOKS ► The backgrounds are fairly detailed while Scooby and the gang look brilliant. Shame about the crap camera angles.

Scooby snacks

You can eat Scooby snacks to replenish your fear gauge, but you'll have much more fun if you find a kitchen.

Go up to the fridge and press the **A** button to take part in a cool little mini game.

Scooby throws the contents of the fridge and Shaggy catches the stuff to make sandwiches.



▲ Run, Shaggy, run! Collect as much nosh as you can before the timer runs down to zero.



▲ The bigger the sandwich you make, the more energy you replenish. Making sandwiches in the kitchen is more fun than solving the mysteries!

GAME LENGTH ► There are four mysteries to solve and some of the objects are well hidden. The action's repetitive, though, and most players won't be bothered.

Nintendo

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GAME SCORE

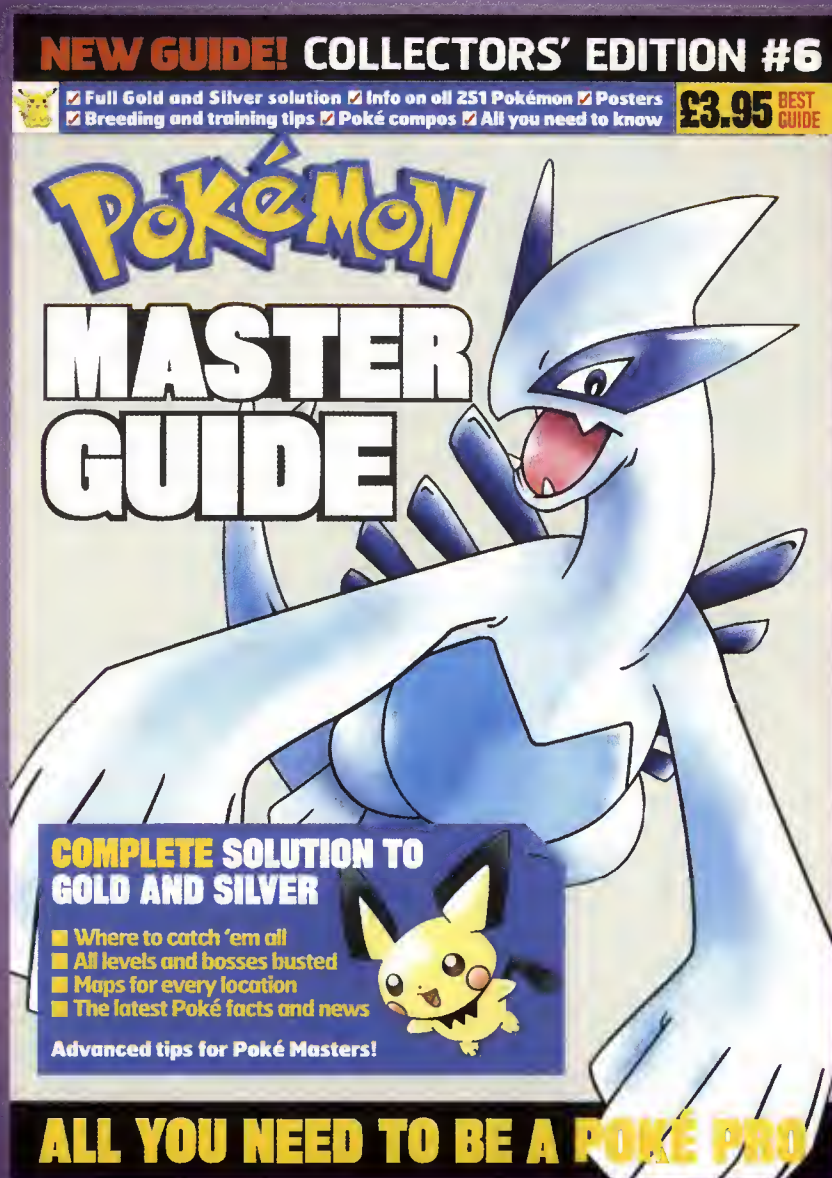
It should've been awesome, but Scooby's N64 adventure is a real waste of a brilliant license as the awful controls make the game almost unplayable. If you're a Scooby fan, get the Game Boy version instead.

51%

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THE AWESOME COLLECTION

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Banjo Kazooie



■ PRICE £29.99 ■ PLAYERS 1



The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's little sister.

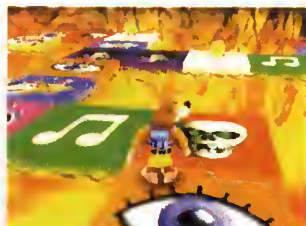
Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this a milestone in N64 gaming.

Best bit

The last battle is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and you can't phone a friend!

GAME SCORE 96%



Donald Duck Quack Attack

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Daisy is just rewards for this deceptively tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but by that time you'll be having so much fun you won't mind!



Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit

The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you right on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge game.



Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this is highly recommended.



Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks

It rewrote the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Fast racing with awesome controls, and the graphics look amazing even with four people on screen at the same time.



ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

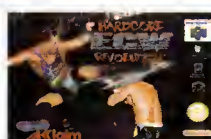
Hardcore wrestling from a league that's bloodier and more violent than WWE. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!



CONTROL PADS

Official N64 Controller

■ Nintendo
■ £19.99

It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



6T4 Controller

■ Logic 3
■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

Arcade style motorbike racer with the accent on fun and speed. There's a mix of indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slowdown, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dirty 'cos trying to knock your opponents off their bikes is a laugh riot.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical screen split. Bash up your motor and you'll be amazed by the realistic damage.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict

A complete classic from start to finish. Goldeneye 007 is untouchable in four player mode, with gameplay and graphics that will have you reaching for the replay button again and again.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from F1 circuit.

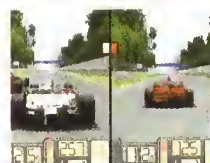
Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

Although there's no four player mode, F1 World Grand Prix II more than makes up for this with a very nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK ✓
MEMORY PAK ✗
RUMBLE PAK ✓



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4

EXPANSION PAK ✗
MEMORY PAK ✓
RUMBLE PAK ✗

The lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play.

Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on Match of the Day. Every self respecting football fan should play this game.

GAME SCORE 93%



FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a really classy kick about.

EXPANSION PAK ✗
MEMORY PAK ✓
RUMBLE PAK ✗



Manta Ray

■ Nu Gen

■ £19.99

Another funky looking controller that is almost as good as Nintendo's official joypad. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze

■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found that the buttons are a bit sticky.

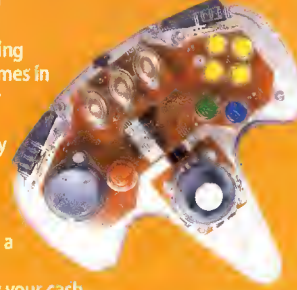


G64 Controller

■ Gamester

■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately it doesn't play quite as good as it looks. But it's a reasonable controller for your cash



International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events like the vault.

Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

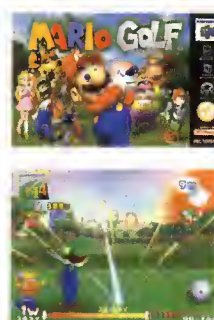
Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you and your pals to sink your teeth into.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓



Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

One of the N64's original titles and still mint. It's got Nintendo stars, genius track design and ace power ups, all vital ingredients for a top notch kart game.

Why it rocks

It's all down to the stunning controls. The Grand Prix mode is a little easy if you remember the original on the Super NES but the Battle modes are super cool.

Multiplayer verdict

Still one of the best multiplayer games on N64. Mario Kart 64 is played every day in NOM Towers, proving the enduring appeal of this benchmark game. Choose from either Versus or Battle mode and let the good times roll.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



Lylat Wars

■ PRICE £29.99 ■ PLAYERS 1-4



The lowdown

Fox McCloud and pals boldly go into space in this sequel to Starfox on the Super NES. Ace space blaster with top crafts, heavy weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

Multiplayer verdict

Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple – blow your opponents out of the sky, before they do it to you. Cool!

GAME SCORE 90%



Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one that the whole family can enjoy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

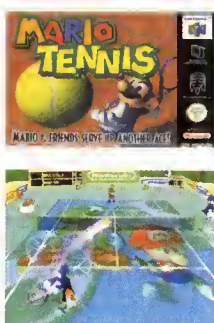
Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



RUMBLE PAKS

Rumble Pak

■ Nintendo
■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak

■ Joytech
■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mickey's Speedway USA

PRICE £44.99 PLAYERS 1-4 GAME SCORE 92%

The lowdown

The young pretender to the kartering crown, starring a certain Mickey Mouse. A cartoon tour around the good ol' US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Perfect Dark

PRICE £49.99 PLAYERS 1-4 GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

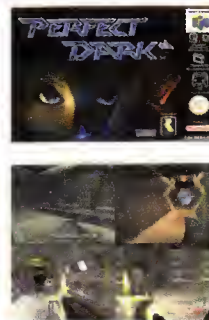
Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mortal Kombat 4

PRICE £39.99 PLAYERS 1-15 GAME SCORE 90%

The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated nowadays.

Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best gamers. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

This baby rocks! There may have been some real stinkers in the MK series but this edition has multiplayer class written all over it. It's very fluid and very violent, just what you want when you're beating your mates to a pulp.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Puzzle League

PRICE £39.99 PLAYERS 1-2 GAME SCORE 90%

The lowdown

Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

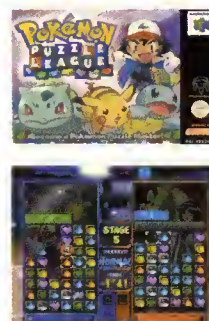
Why it rocks

Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



NFL Quarterback Club 99

PRICE £39.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron action, you'll die for this.

Multiplayer verdict

If you don't know diddy about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Stadium

PRICE £49.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✗



Operation Winback

PRICE £44.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Premier Manager 64

PRICE £39.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✗



G64 Tremor & Memory Pak

Gamester
£14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

Datel
£24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Jolt Pak

Blaze
£6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

This month we got busy with this lot...

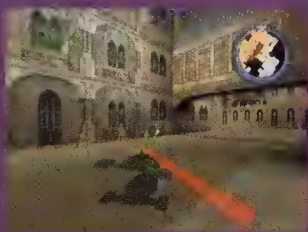
1080 Snowboarding

I haven't played this in ages, but it's still class. Coll me controversial, but I still think it's the most realistic boarding game on any console. **RICH**



Battle for Naboo

I'm a fon of all things Stor Wars, so I had to hove o go on this. It plays like Rogue Squadron, which is no bad thing. The Storfighter is the best ship. **DAVE**



Ridge Racer 64

This is fast! I'd forgotten how much fun it is throwing o car around o hoirpin bend side on. After a session on this you'll feel like the king of the road. **TIM**



Quake II

PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

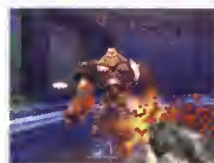
Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

Multiplayer verdict

Very fast and very smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Rayman 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

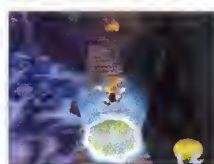
Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit

It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we would say that finally facing Captain Razorbeard is a nervy but exciting moment.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Resident Evil 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

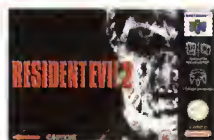
Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jumpy scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Ridge Racer 64

PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

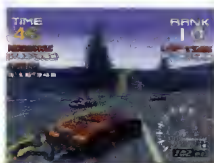
Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there's three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

EXPANSION PAK ✓
MEMORY PAK ✗
RUMBLE PAK ✓



MEMORY PAKS

NON TESTED

Nintendo Controller Pak 256k

■ Nintendo

■ £14.99

Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ Blaze

■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Rocket Robot on Wheels

PRICE £39.99 PLAYERS 1 GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

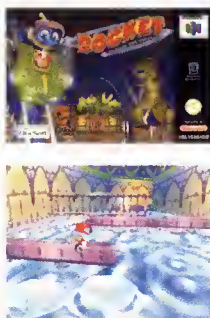
Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

Best bit

The game's packed with cool touches, but the last level, Mine Blowing, stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god, especially when you reopen the park.

EXPANSION PAK ✓
MEMORY PAK ✗
RUMBLE PAK ✓



South Park

PRICE £49.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict

The multiplayer mode is absolutely first class, with loads of different playing options and some very slick gameplay. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Rogue Squadron

PRICE £44.99 PLAYERS 1 GAME SCORE 90%

The lowdown

It's the Star Wars game everyone wanted to be ace, and it is! Control cool vehicles, from X-Wings to Airspeeders, in action packed missions.

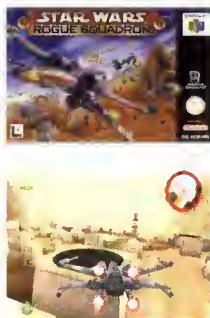
Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendoids.

EXPANSION PAK ✓
MEMORY PAK ✗
RUMBLE PAK ✓



South Park Rally

PRICE £39.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

It's a kart racing game that rewrites the rule book by not having a set route or a chequered flag. You win by completing certain tasks.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict

Really comes into its own when you're playing with your mates. Corking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Shadow Man

PRICE £49.99 PLAYERS 1



The lowdown

In this disturbing spookathon, you play Mike LeRoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the Nail Gun Killer. A nice relaxing game you can play with your Mum and Dad it ain't!

GAME SCORE 93%



Star Wars Episode 1 Racer

PRICE £49.99 PLAYERS 1-2 GAME SCORE 90%

The lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Super Mario 64

PRICE £29.99 PLAYERS 1 GAME SCORE 92%

The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

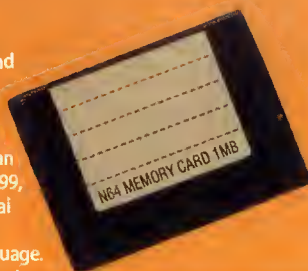
EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✗



Memory Card

1 meg
Logic 3
£5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



N64 Memory Cards

1 meg
Spectra Video
£12.99

There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.



1 meg Memory Card

Joytech
£9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Super Smash Bros.



■ PRICE £44.99 ■ PLAYERS 1-4



The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for N64 'cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikachu!

GAME SCORE 90%



Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the ace Graffiti mode, where objects are sprayed with your colour if you do a trick on them. It's hard to find in the shops, so try second hand stores.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer frapping. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants. Nasty!

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

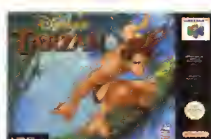
Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Turok 2 Seeds of Evil

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest frapping to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayers the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Turok Rage Wars, Perfect Dark or Goldeneye 007.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

EXPANSION PAK X
MEMORY PAK X
RUMBLE PAK ✓



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



STEERING WHEELS

TESTED



Top Drive Plus

■ Logic3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✗



WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Zelda Majora's Mask

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

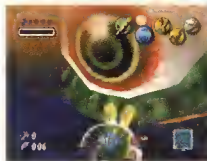
Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but, for us, beating Ghyorg felt very good.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓



Zelda Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 97%

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Best bit

Completing this mammoth adventure is a feat in itself, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale that you control.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Who's who?

She's the original lady killer, the star of three games and the fore runner to Joanna Dark. It's Samus Aran, star of Metroid!



What, she's a woman?

Every inch, but she's no girlie girl pushover. Samus is a bounty hunter, who works on behalf of the Galactic Federation, thwarting the plans of Mather Brain and the Space Pirates. This group plan to use deadly Metraids, a fearsome biological entity, to wreak havoc on the universe.

Who's this Mother Brain?

Mather Brain is, as her name suggests, a great big brain. She's the mastermind behind the evil Space Pirates. Little is known about her, as most of her bidding is done by her two hapless sidekicks, Kraid and Ridley.

And the Metroids, what's the deal with them?

Metraids are a massively dangerous life form discovered on Planet SR388. They kill by attaching themselves to victims and sucking all the energy out of them. They multiply when exposed to Beta rays. They're well minging!

Let's wipe 'em out!

Steady an! Metraid is coming to Gamecube. As we speak, it's being developed by Retro Studios. According to recent reports, the 'cube version may be a first person shooter.



Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.



Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Leave it!

Ladies and gentlemen of the jury, we have before you two of the most ill considered and badly made games ever.

Dual Heroes

It's so bad because...

It's the same sad formula that blights many a beat 'em up - a lame story, awkward character movements and averly simplistic gameplay. It's a sub standard Power Rangers rip off.



▲ Dual Heroes doesn't look too bad, but it plays like an absolute dog.

Aero Gauge

It's so bad because...

F-Zero X's stupid brather. All it's got is four tracks and five vehicles and a turn of speed a snail would be ashamed of, not to mention fogging, the likes of which hasn't been seen in London for 150 years.



▲ Don't touch this game... it really does stink! Stick with F-Zero X.

Worth a look...

These games all came pretty darn close to getting an Awesome award, and they may be right up your street...



Chef's Luv Shack 87%
PRICE £39.99

It's a South Park quiz show. Great if you're a fan of the TV series.



Command & Conquer 86%
PRICE £44.99

Strategy war game that's great fun, but shame there's no multiplayer.



Duck Dodgers 86%
PRICE £39.99

A fun platformer starring the Looney Tunes favourite. Surprisingly tough.



ISS 2000 87%
PRICE £39.99

The latest ISS game. Worth getting if you haven't got any of the others.



Micro Machines 64 87%
PRICE £39.99

Race around in tiny little cars. Duff handling, but great multiplayer.



Mystical Ninja 88%
PRICE £49.99

3D adventure starring Goemon, and featuring lots of ace mini games.



NBA Jam 99 89%
PRICE £44.99

A solid basketball sim that looks cool and plays very well.



Pokémon Snap 87%
PRICE £44.99

Travel around Pokémon Island snapping wild critters. Addictive fun.



Roadsters 88%
PRICE £39.99

A very slick racer that's got some awesome cars and loads of speed.



Supercross 2000 85%
PRICE £44.99

It looks great, but the handling takes a bit of getting used to.



Vigilante 8 2nd Offence 88%
PRICE £39.99

A driving game with massive weapons. A bit crap in multiplayer.



Wetrix 88%
PRICE £39.99

A very original puzzler where you have to make lakes. Great gameplay.



Wipeout 64 87%
PRICE £44.99

Very playable N64 version of the futuristic racer. Looks ace.



World Driver Champ 87%
PRICE £39.99

A bit of a looker, but the handling isn't very forgiving. Stick with it.



Xena Warrior Princess 89%
PRICE £39.99

A very decent beat 'em up based on the TV series. Extremely playable.



Yoshi's Story 88%
PRICE £39.99

Super cute looking game where you're after Baby Bowser.

Sales chart

Top 10

- 1 Majora's Mask
- 2 TWINE
- 3 Pokémon Stadium
- 4 Turok Rage Wars
- 5 Carnageddon
- 6 Chef's Luv Shack
- 7 Lode Runner
- 8 Mario Tennis
- 9 Power Rangers
- 10 F1 WGP 2



▲ A game this good deserves to be at number one in the sales chart. It's such an amazing game, have you got your copy yet?



▲ TWINE is one of the best first person shooters for N64.



▲ Rage Wars is specially made for multiplayer fun.



▲ Even after a year Pokémon Stadium is still selling.

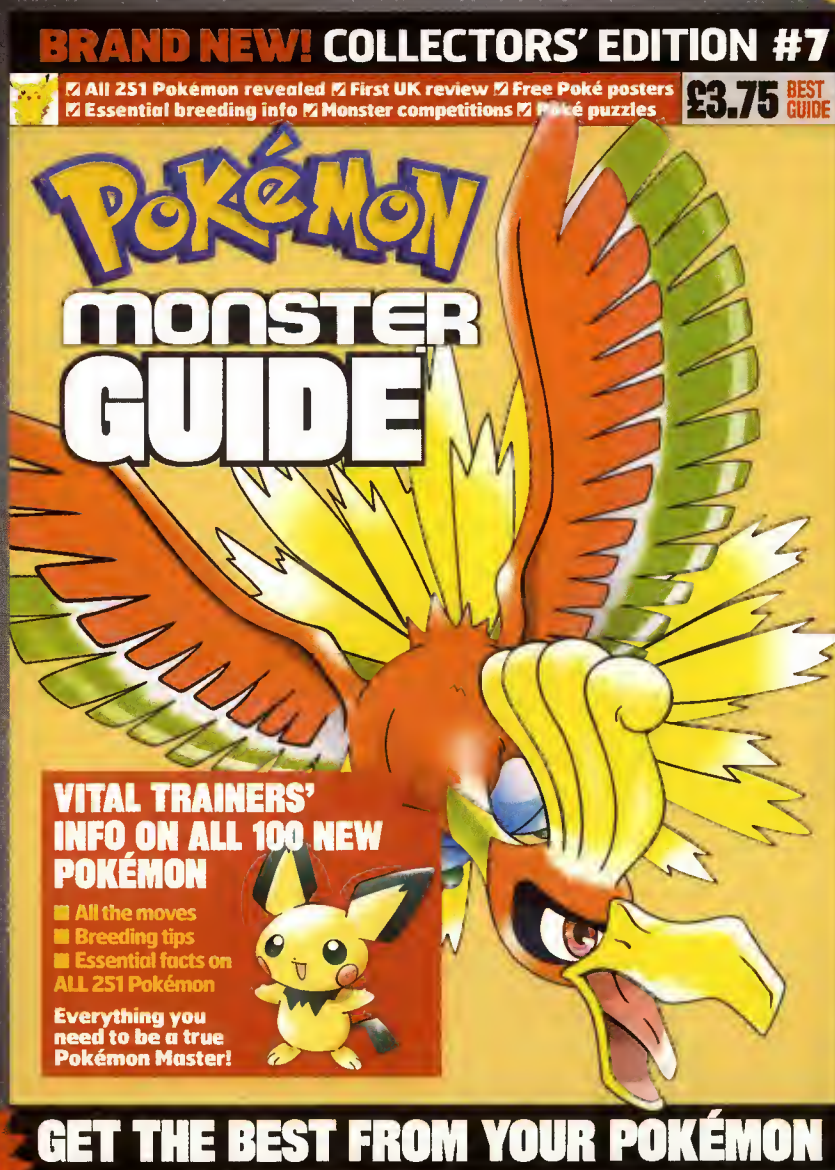


▲ It's still in the sales chart, not bad for a crap game.

The ultimate guide for Pokémon Trainers

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companion

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- Breeding partners for all creatures in the game
- The HMs and TMs each Pokémon can use
- All you need to be a world class Pokémon Trainer

Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

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Legend of Zelda
Ocarina of Time p50
Mario Tennis p49
Perfect Dark p50

Pokémon Snap p50
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Star Wars Episode One
Battle for Naboo p48
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Your Tips

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Your Scores

Can you beat the best? Turn the pages and find out p54

Battle for Naboo

Become a Jedi master p56

Gold and Silver

Poké breeding sorted p64

Majora's Mask

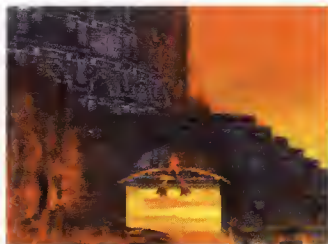
Tough puzzles sussed p68

Banjo Tooie

Help the Honey Bear with these crafty codes

As well as Cheato's Cheats, there are loads of other hidden codes for you to try. To enter them, go to the Code Chamber in Mayahem Temple and stand on the platform in the middle.

Please note! For all these cheats to work, you must spell out CHEATO first before shooting Eggs at the rest of the letters. Don't forget...



▲ To double the amount of feathers you can hold at once, just enter the password **SREHTAF** after entering CHEATO.



▲ After spelling out CHEATO, simply enter **SGGE** to double the number of Eggs you can carry around with you.



▲ If you want to stop getting killed by falling a long way, enter **FOORPLAF** after spelling out CHEATO and it's yours.

◀ If you want your energy bar to refill after taking damage, try spelling out **KCAMYEMOM** after CHEATO. Way to go, Banjo!

Episode One: Battle for Naboo

Mint passwords to help you hammer the Hutts



Listen up, Jedi Knights. Forget the Force and cheat your way to victory! Use a mirror and all will be revealed...

Episode One: Battle for Naboo is the latest and greatest Star Wars game for the Nintendo 64, and we have some fantastic cheats for all you sci fi nuts out there.

These crafty codes will certainly help you get more from your game after you've completed the star fightin' quest.



▲ At the password screen, enter **LOVEHUTT** and you can access a very bbd photo of the badmymers? tward,el,et2



▲ Enter **PATHEtic** as the password to get infinite lives. You won't get a Gold Medal if you're the game still registered you losing a life.



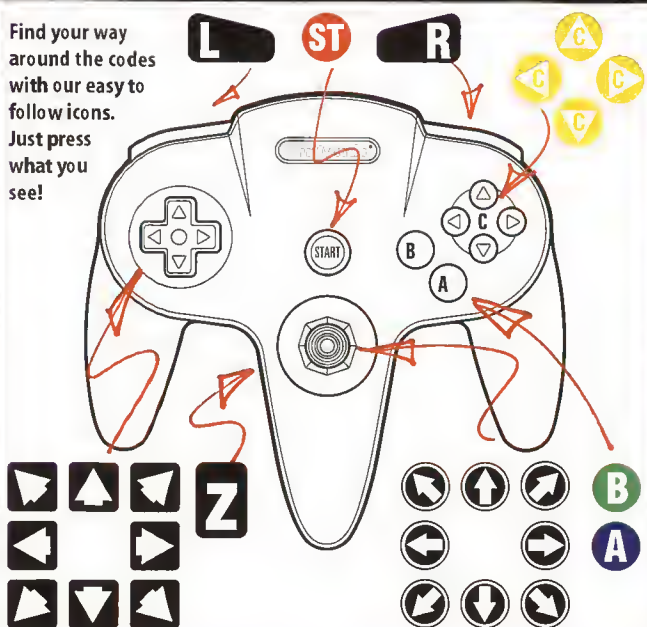
▲ Enter the password **EWERDEAD** and this will make the game really tough. If you get shot even once, you'll die so be on your guard at all times and please those friends out of the sky.



▲ The best password in the game is **RUGIDAU**. Enter this as the password and you'll be able to see the game in 3D. Better not let your mates see!

Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



Banjo Kazooie

Unlock wacky worlds with ease

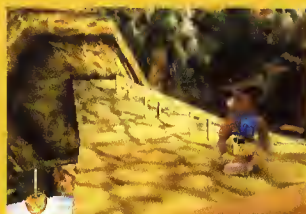


Cheat! Go on, I dare you! Just use a mirror to read my hints and you'll be a Banjo expert in next to no time...

Last month we gave you codes to get mysterious items in the original Banjo quest. And now we've discovered some more! Head for the Sand Castle room in Treasure Trove Cove and spell out CHEAT to help you complete levels without even trying!



▲ If you want to open up Rusty Bucket Bay, but can't get enough jiggies, then spell out WHYNOTTAKEATRIPINSIDE GRUNTYSRUSTYBAY. Now you can go there and check out this ace level.



▲ Once in the Sand Castle room, enter THISISNODONKEYCONCERNERTHEWOOD. This'll give you access to Click Clock Wood without having to collect enough jiggies.



▲ To get into Freezeezy Peak with the minimum amount of effort, spell out THEBIGZOOEONEDOFFOONEDOFFOREE ZEEZYBAKANACTIONON the 2nd Castle floor. Better get your sweater on!



▲ In the same way as before, spell out NOWWINTOTHEWAMPYRONCANTOPM and you'll be able to enter Buppeldoop Swamp without the jiggies you usually need.

TWINE

More multiplayer madness

The World Is Not Enough is packed with secret multiplayer goodies which you can unlock by playing the one player game. Complete certain levels within the time limits for loads of extra secrets!



▲ To play the part of an MI6 security guard in multiplayer, all you need to do is complete King's Ransom in under 3:45 on Secret Agent setting. You'll need to get blasting Mr Bond!



▲ Complete the Cold Reception level on Secret Agent setting in under 3:15 and you'll unlock the top Air Raid multiplayer level. It's a tough, so keep your gun locked 'n' loaded at all times.



▲ Complete the tricky Thames Chase level in under 4:25 on Secret Agent to unlock some exotic multiplayer weapons to use in deathmatches.



▲ To unlock the Skeleton Skins, just finish Underground Uprising on Secret Agent setting. Now you can take part in multiplayer games as the undead!

Mario Tennis

Net tricks to become king of the court

The greatest tennis game on the N64 can be tricky to beat, and you'll need to play like a pro to unlock everything in this fab game.

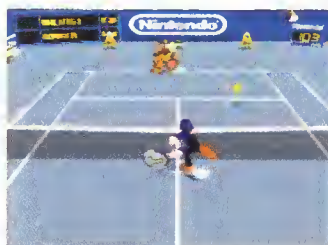
You'll have to play a mean game to get 'em, so check out these tips...



▲ The computer player's main weakness is when you take up a position near the net. Move forward during a rally to exploit this.



▲ When you're by the net, stand in the centre and smash. Just press A+B together when you're underneath the ball.



▲ Another tactic is to smash before the ball bounces to keep your rival off balance. This'll also keep them by the service line.



▲ Serve and volley, run to the net but watch out for lobs marked by a star. Stand in it and smash the ball to annoy your foe.

Official Nintendo Top 5 Tips

Every Nintendo nut should have one of these in their collection. For those who do, here are hot tips for the top games this month.

Quake II



Extra arena

To access a bonus level on this top shooter, go to load game, then press **B**. This opens the password screen and just enter in FBBC VBDB FBBC VBF7 for a rocketing good multiplayer level.



Unlimited lead

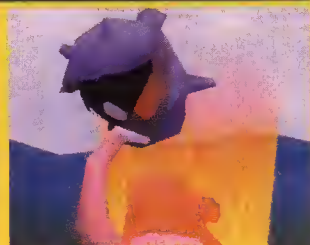
If you're having bother blasting your mates in multiplayer deathmatches, just enter the code S3T1 NF1N 1TES HOTS to get infinite ammo. Now you can frag away to your heart's content.

Pokémon Snap



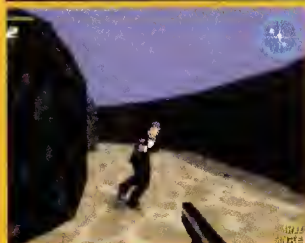
Ace Shellder snaps

To get a picture of Shellder in the River course just chase them as they pop out of the water with the Dash Engine. However, there's a much easier way...



Throw Food in front of the Shellder sign as you approach Slowpoke to start its evolution. Focus the camera on his tail as it dips in the water and, when the Shellder bites it, snap for an ace score!

TWINE



Hidden characters

Successfully complete the entire game on Secret Agent setting to unlock some classic characters for multiplayer action. These include Tuxedo Bond, Baron Samedi, Oddjob and even Jaws.

WWF No Mercy



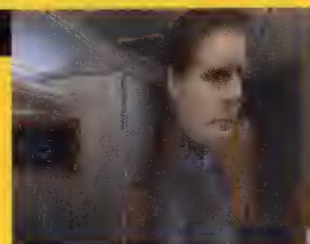
Fight as Jerry Lawler

To get this rock hard wrestler, all you need to do is bash him out of the ring in Survival mode. Using this same method, you can get tons of other cool characters for multiplayer fights, too.

Perfect Dark

Big Head mode

Joanna Dark's adventure is one of the N64's best blasters, but to make it even more fun here's a top cheat. For huge heads, simply complete the Chicago Stealth mission on Agent setting. Head shots should be a lot easier now!



Classic Corner

Legend of Zelda Ocarina of Time

Arguably the greatest game ever made, this absolute classic still has hundreds of you writing in and begging for help. To save you headaches, we've cracked open some of the game's toughest puzzles...



▲ Unlimited energy

Set Nayru's Love warp before the spot where you get killed. Set the other by a cow and, when your energy's low, warp and play Epona's Song for healing Lon Lon Milk.



▲ Get the Lens of Truth

Race Dampé in graveyard for Hookshot. Go to windmill, show keeper Ocarina for Song of Storms. Play it as child to drain well, use Mask of Truth to go through wall at well bottom. Complete dungeon, play Lullaby on Triforce and fight boss for Lens.



▲ Get Biggoron Sword

Hatch Egg from Kakariko Cucco girl and use it to wake up Talon. Show her Cucco for blue Cucco and give it to Lost Woods sleeping man for Mushroom. In Kakariko Potion Shop, get Potion and give it to the Lost Woods girl for Saw.



▲ Take to Gerudo Valley Carpenter, broken sword to Big Goron on Death Mountain's and Prescription to King Zora. Give Eyeball Frog to Lake Hylia's scientist in Lakeside Lab and Eyedrops to Big Goron for Claim Check. Come back in two days for Biggoron Sword.

Hard as Nails

Donkey Kong 64

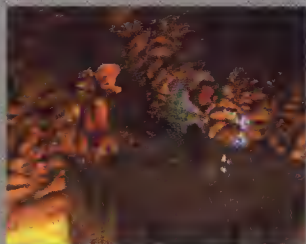
The bosses in this sprawling game are a real bummer to beat. But, luckily for you, help is at hand to sort them out! Just follow the handy hints below and King K. Rool will be sorted in no time...



▲ Beat Jack in the Box To defeat the boss of Frantic Factory with Tiny Kong and use her Ponytail Twirl between platforms. Bide your time until the evil toy lands on a square, then Simian Slam a switch of the same colour. Repeat this process and the gruesome boss will be pasted in next to no time.



▲ Defeat Octo-Thing At the end of Gloomy Galleon take control of Lanky Kong. Jump in your ickle boat and steer it through the DK Stars that appear randomly. Repeat until the giant fish is finished.



▲ Kill Dogadon Towards the end of Fungal Forest, Chunky Kong will need to take on Dogadon, the dragon from earlier in the game. To defeat him with minimal fuss, chuck TNT barrels at him and then rush in to beat him up.



▲ Annihilate Army Dillo In Crystal Caves you'll fight this angry beast again, so take control of Donkey Kong. All you need to do is dodge the fireballs it blasts from its cannons and, when the creature laughs, chuck TNT barrels at it. Repeat this process until the metal monster is a pile of junk.

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Air Border 64
Automobili Lamborghini
B - 02
Banjo Kazooie
Body Harvest
Banjo Toole
Battle Tanks
Blast Corps
Bomberman 64 & Hero
Blues Brothers 2000
Buck Bumble
Beetle Adventure Racing
Battle Tanx Global Assault
Bust A Move 2
Battle Zone
Bio Freaks
Battle for Naboo (Star Wars)
Bust A Move 99
C - 03
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Cyber Tiger
Clayfighter 64
Cruis'n the World
Cruis'n USA
Chameleon Twist 2
Chopper Attack
Chameleon Twist
California Speed
Charlie Blast's Territory
D - 04
Duke Nukem 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
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Duel Heroes
Daikatana
Destruction Derby 64
Donald Duck: Quack Attack
Deadly Arts
Dark Rift
Duck Dodgers (Looney Tunes)
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Earthworm Jim 3D
Extreme G
Excite Bike 64
Extreme G 2
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FIFA 98, 99 & 64
F1 World Grand Prix
Forsaken
Fighter's Destiny
Fighting Force 2
F1 Pole Position
Fisherman Bass Hunter 64
Flying Dragon
Fox Sports College Hoops 99
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Golden Eye
Glover
Golden Nugget 64
Gex
Gex 3: Deep Cover Gecko
Goeman's Great Adventure
Gunfight Legends
GT 64 Championship Edition
H - 08
Hexen
Hybrid Heaven
Hydro Thunder
Hot Wheels Turbo Racing
Holy Magic Century
Hey You Pikachu
I - 09
International Super Soccer
ISS 98 & 2000
Int. Track & Field 2000
Rainbow 6
J - 10
In Fisherman Bass Hunter
J. Jones: Infernal Machine
Iggy's Reckin' Balls
Jet Force Gemini
Jeopardy
J-League 11 Beat 97
Jikkyou World Soccer 98
K - 11
Killer Instinct Gold
Knife Edge: Nose Gunner
Knockout Kings 2000
K. Bryant in NBA Courtside
Kirby 64
Ken Griffey Jrs Slugfest
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Legend of Zelda
Lylat Wars
Legend of Zelda: M's Mask
Lego Racers
Looney Tunes, Duck Dodgers
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Mission Impossible
Mario 64
Mario Karts
Mario Tennis
Mario Golf
Mano Party 1 & 2
Mortal Kombat Trilogy
Mickey's Speedway USA
Mortal Kombat 4
Mischief Makers
Micro Machines
Mortal Kombat: Sub Zero
Morse: The Dark Ages
Magical Tetris Challenge
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Madden 64
Monster Truck Madness 64
Multi-Racing Championship
Madden NFL '99
Major League Baseball
Monopoly
Mike Piazza's Strike Zone
Milo's Astro Lanes
N - 14
NBA Hangtime
NBA Live 2000
NFL Quarterback Club 2000
Nagano Winter Olympics 98
NFL Blitz
NFL Quarterback Club 99
NFL Breakaway 99
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NFL Quarterback 98
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Perfect Dark
Pokemon Snap
Premier Manager 64
Pilot Wings
Pokemon Puzzle League
Paper Boy
Pikachu Genki Dechu
Perfect Striker
Powerful World Soccer 3
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Ridge Racer 64
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Rugrats: Scavenger Hunt
Revolt
Rampage World Tour
Rush 2 Extreme Racing USA
Ready 2 Rumble Boxing
Road Rash 64
Rush 2049
Revenge (WCW)
Rampage: Universal Tour
Rakuga Kids
Rage Wars (Turk 3)
Racer (Star Wars)
Robotron 64
Rogue Squadron
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Star Wars: Rogue Squadron
Star Wars: Racer
Shadowman
Super Mario
Super Smash Brothers
Shadows of the Empire
South Park
South Park Rally
San Francisco Rush
Snowboard Kids
Spiderman
Space Station: Silicon Valley
Star Fox/Lylat Wars
Superman
Star Wars: Battle for Naboo
SCARS 4
Supercross 2000
Star Soldier
Scooby Doo
Super Robot Spirits
Starcraft 64
Shadowgate 64
SimCity 2000
Snowboard Kids 2
T - 20
The World is Not Enough
Turok Series
1080 Snowboarding
Tonic Trouble
Twisted Edge Snowboarding
Top Gear Rally 1 & 2
Top Gear Overdrive
Tony Hawk's
Toy Story 2
Tarzan
Tetrisphere
Trials of the Four Towers
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Vigilante B - 2nd Offense
V-Rally 99 Edition
Vigilante B
Virtual Pool 64
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WWF No Mercy
WWF WrestleMania 2000
WWF War Zone
WCW vs NWO Revenge
World Cup 98
WWF Attitude
WCW Mayhem
World Driver Championship
WCW vs NWO World Tour
Wave Race
Wipeout 64
WCW Nitro
World Tour (Rampage)
Winback: Covert Operations
War Gods
Wetrix
Wayne Gretzky's 3D Hockey
Waialae Country Club
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Yoshi's Story
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Zelda 1 & 2
Zero Hour (Duke Nukem)

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Your Tips

Write in

Win THQ's WWF No Mercy this month

Send in your Nintendo tips, hints 'n' cheats and, if we use them, you'll win a brand new copy of WWF No Mercy! Don't forget that, if you get stuck, you can write in and we'll solve all your gaming problems.

TWINE

Top secret tips for super spy masters

Super secret agent, James Burkhill from Nuneaton, has sent us this fantastic 007 tip for the latest Bond epic.

This sneaky cheat will help you loads in the Underground Uprising level, so many thanks to James for this tip. You're a winner, Mr Burkhill!

WARIO'S WINNER
James Burkhill,
Nuneaton

Bomb disposal tip



▲ In the Underground Uprising level on any difficulty setting, make your way to the gents' toilets and clear the room of bad guys. Get out the bomb disposal kit, enter last cubicle.

▶ Start to disarm the bomb as normal, but don't complete it until the timer has only 0.07 seconds left. Disarm it now to be rewarded with full health! Nice going, Mr. Bond...



Toy Story 2

WARIO'S WINNER
Joe Wright,
Plymouth

Beat RC without using Buzz's skates

Buzz Lightyear can be a bit slow at times. He may be a Space Ranger, but he certainly isn't a speed freak!

If you're finding it hard to beat the Remote Controlled car in the Neighbourhood level, or you want to do it without using the Rocket Skates, then Joe Wright has the answer for you.

Don't skate... spin instead!



▲ Start a race as normal, and you should be able to take the lead without too much trouble. But can you stay there without using the Rocket Skates?



▲ Follow the track but, as soon as you see RC behind you, do a spin attack and this'll cause the car to stop, giving you enough time to get a good lead.

Super Smash Bros.

Extra! Extra! Cheat all about it!

Jenny from Dundee is a master of all things Mario related, and she's sent in this great tip for Super Smash Bros.

Use her top tip and you'll be able to unlock the Item menu which can make your multiplayer matches much more fun.

WARIO'S WINNER
Jenny Williams,
Dundee

Unlock the Item menu



▲ To unlock the Item menu which lets you decide how many weapons appear during a bout, all you need to do is play Versus 50 times. Get smashing!

Your questions answered

Still stuck on your favourite Nintendo game? Don't worry! Just send us your gaming posers and we'll do our best to sort you out...



Perfect Dark

Help! I've been playing Perfect Dark for months, and I'm stuck at the end of Skedar Ruins Battle Shrine where you run into the room full of aliens and that big boss. They pulverise me every time!

John Hart, Lincs

■ This is hard! You should practice strafing and running to avoid enemy attacks before even attempting this. When you're ready, head on in...

▼ When you enter, close door behind you. Kill all lesser aliens, but conserve ammo for boss. When aliens are dead, keep shooting leader until it crouches in front of a pointed structure. Shoot the structure's FOUR points off...



▲ After points are gone, keep shooting leader and avoiding rockets. When leader goes under structure again, shoot middle section. It'll fall on him!

The World Is Not Enough

I've been playing TWINE, and I was doing well until I got to the Night Watch level. I just can't find the second piece of evidence... help me!

N.Sander, Essex

■ This one's quite easy, but lots of you have missed the second piece of evidence. If you still can't see the wood for the trees, here's where you'll find it...



▲ First, you need to make your way over to the kennels, the big room with all the cages. Go straight through and into the room on the right.



▲ There are two guards in here who need to be rubbed out. The best way is to inch around the corner and take them out with your Watch Dart.



▲ Look in the corner and you'll see a safe. Use your Safe Cracker from the Gadgets menu to open it and grab the evidence. Easy or what?

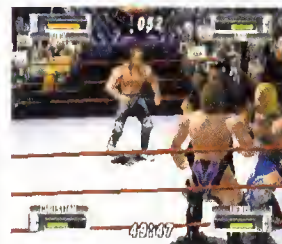
WWF No Mercy

Hi, Nintendo Official Magazine! I'm a massive wrestling fan, and I was wondering if you can get Shawn Michaels or do I need to create him from scratch?

No one else seems to know the answer to this question!

Jonathan Perkins, Hull

■ When it comes to tips, we know everything! There are many hidden wrestlers in the game, and most can be unlocked in a variety of ways...



▲ The easiest way to get Shawn Michaels is to play through Survival mode until he appears. When he does, knock him out and you can then select him. You can also buy Michaels from the Mall or obtain him via the Championship mode.

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome Nintendo 64 prize. Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Ways To Play!

If you like to play your old Nintendo 64 games in brand new ways, send us details and you might win a prize!

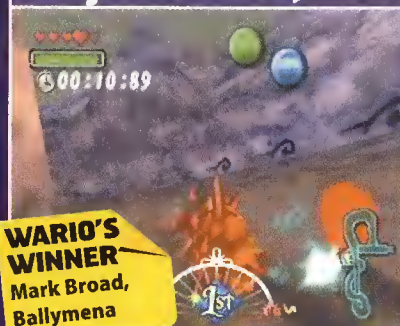
Perfect Dark, Unarmed kill fest!



■ Set up a multiplayer game. Make sure the Laptop Gun is one of the weapons. Include as many Sims as possible.
■ You and your mates can then choose any characters on any multiplayer level.
■ Now get as many kills as you can... without firing a shot! All you can do is stick the Laptop Gun to a wall using its secondary function.
■ The person with the most kills at the end is the winner.

WARIO'S WINNER
John Paul,
Milton Keynes

Majora's Mask, Treasure Hunt



■ It's a one player challenge, but it only works if you have a mate to compare scores with!
■ Go to Termina Field, use Goron Mask. Agree on a starting point, then start rolling around the Field.
■ Roll around Termina Field FIVE times, collecting Rupees.
■ After five runs, take a note of your Rupee score and let your mate try. You'll have to leave the Field and re-enter to re-set Rupees in the grass.

WARIO'S WINNER
Mark Broad,
Ballymena

Your Scores



If you think you're the best at N64 games, here's your chance to prove it. If you can, you could win an official Nintendo 64 controller!

This month's tough challenges

01

TWINE

King's Ransom, Secret Agent setting, fastest time

The game's biggest and best level... are you man enough to tackle this tough challenge?
HINT! There are many objectives, but which ones do you do first? Think about it!



▲ Be quick if you want to see your name in NOM!

02

WWF No Mercy

Cage Match vs HHH, fastest time

If you're the quickest of the quick, then climb that cage and show us who's the man.

HINT! The Tree of Woe always seems to work well with Cage matches, but has anyone got any better ideas?



▲ Watch out for HHH... he's one mean customer!

The awesome results in full

Pokémon Snap

Tunnel, Challenge Mode, highest score

Just look at Richard Highens... he's a Pokémon Master, alright!

TOP BANANA

Richard Highens 2,800,040

02 Matt Collins, Hayes 2,790,600

03 Emi Demando, N'ham 2,726,040

04 Dave Harvey, Bognor 2,715,700

05 M Davies, Camberley 2,406,240

WWF No Mercy

Ladder Match versus the Rock, fastest time

James proves that he's harder than the Rock and Steve Austin combined!

TOP BANANA

James Jackson, Cowley 21 secs

02 James Kewley, Liverpool 24 secs

03 Terry Symes, Rochester 38 secs

04 Tom Lorkin, Beckenham 45 secs

05 Robert Lee, Warrington 56 secs



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam on the N64 and get your high score or time.
- 2 Take a picture of the TV screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

- 7 Buy the mag to see if you've made it to our Hall of Fame.
- 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!

Listen up, Nintendoids. The latest Rare Mega Challenge is here, but it's designed for gaming gods only...

Mega Challenge

The latest Rare Mega Challenge will take place on the Crash Site Confrontation level, and you can use any difficulty setting you want.

What you have to do

To be in with a chance of winning, you need to go to Crash Site Confrontation, shooting as many dataDyne guards as you can in FIVE minutes. Head shots are worth two kills, so it pays to be accurate!

Think you're up to the challenge? Quit out after five minutes and send in a picture of the stats screen. Don't forget to include your name and number so that we can contact you!



The Mega Challenge final

Only those who finish in the top four will make it to the final. These ace sharp shooters will be invited to NOM Towers for a duel to the death in a multiplayer arena of OUR choice. We set the rules for the Mega Challenge final! So, if you want to bag the fab prizes an offer, you'd better start getting some practice in.

Remember to practice hard on the multiplayer levels, too. And play your pals, not just the computer. Then you won't come unstuck if you reach the final.

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place in the final. And leave Saturday 12 May 2001 free.



► You've got five minutes to kill as many dataDyne guards as you can. Make sure you get loads of head shots!



Closing date and rules

- The closing date for Rare Mega Challenge entries is **Friday 27 April 2001**.
- The Mega Challenge final will take place on **Saturday 12 May 2001**.
- For the final contest itself, we set the rules! The final will take place in a Perfect Dark multiplayer arena of OUR choice.
- Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place contestant.
- NOM's decision is always final. End of story.

In the event of a tie, the names will be put into Rich's toupee and one will be drawn out to attend the final. Those are the rules, folks!

Star Wars Episode One The Battle for Naboo

Starfighter's Battle Guide Part 1

The sequel to *Rogue Squadron* sees you in the Episode One universe, complete with new vehicles and enemies. Use our guide to become the greatest starfighter...

Contents

Feel the Force of our tips...

- ✓ Escape from Theed ✓ Neimoidian Plunder
- ✓ Noboo Boyau ✓ Smuggler Alliance ✓ Hutt's retreat ✓ Disruption Comm 4
- ✓ Glacial Grove ✓ Andreeva River ✓ Sanctuary

Jedi journeys

Issue 102 Big Game
Issue 103 Review

WE SAID "With all the fabulous Episode One ships to control, this'll be a real stonker."

Escape from Theed

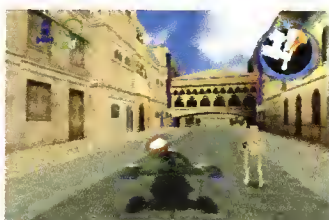
An easy mission to get you used to the controls. This level introduces the ground vehicles and the most likely enemies you'll face. Good luck!

Getting started

Think of this level as a tutorial for the real thing. This mission's very easy. You'll also meet Captain Kael who'll be your partner throughout the game.



▲ You first craft is the Flash Speeder. It is lightly armed, but makes up for it by being quick. This mission is the first of many times where you'll pilot this vehicle.



▲ Watch out for the bunch of Trade Federation Droids you'll see at the start. These are the puniest adversaries in the game with no armour and weak weapons.



▲ Instead of shooting the pesky Trade Federation Droids, you can just run over them. You'll take a bit of damage if you do this but, if you're after a Gold Medal, it's the quickest way of ensuring that your accuracy rating stays as high as possible.

Captain Kael

Throughout the game you'll often play alongside Captain Kael. Unfortunately, Kael is constantly getting himself in all sorts of trouble.



▲ Proceed along the preset route of this level, taking out the enemy Droids as you go. Go under the blackened arch and into the courtyard where you'll see Kael's Speeder.



▲ Kael is under attack by four Destroyer Droids. These little beasts roll around and shoot you from behind a shield. These shields aren't very good, so they can be knocked out reasonably quickly.



▲ To kill them, you must catch them with their shields down. You need to be a good shot, so wait for them to roll and they'll be vulnerable for a few seconds. A couple of shots should do it.

Quick escape

Now you need to get away from the Droids with your Captain. If there's one thing that's going to slow you down, it's him.



▲ Follow the Captain closely, taking out any Droids who walk into your path. After passing under an arch the Captain will go left. Go right instead. A big tank will start firing on your Captain.



▲ Face tank and kill it with a couple of missiles. Drive under arch and collect the bonus on the right. Head back out and straight down to rescue Kael. Use lasers to destroy Droids and follow Captain.



▲ Drive through the streets. Run over groups of Droids and blast the tank with two missiles. Eventually Captain Kael will lead you to your objective in a courtyard which has Droids on all sides.



▲ Sweep in and take out one or two Droids. You'll notice an arch with laser fire coming out. Drive over, park next to it and blast the tank when it emerges. Finish off remaining Droids to complete mission.

Neimoidian Plunder

In this second dangerous mission, things start getting interesting. It's essential to use your radar to hunt and destroy the baddies.

STAP on it

This level is set in a big field where you and Kael have to cruise and shoot the Trade Federation forces who are burning and looting the area. Once again, it's up to you to look after the unfortunate Kael.



▲ To avoid getting lost, stick close to Captain Kael. Your main enemies in this level are Droid STAPs. Although easy to destroy they can be tricky to hit, so move in behind and blast them when you're close.



▲ Captain Kael will circle around a few times before moving on. He'll ask for your assistance to help get rid of attacking enemies, so take out the pursuing STAPs and stick close to your hapless Captain.



▲ Kael will eventually lead you to a farm that's being attacked on all sides by STAPs. Circle the buildings, take out all the offending STAPs, then rejoin Kael before heading off to the next objective.

Changing rooms

Now for a mission where you get to change your vehicle. This time you can change your ground vehicle for an airborne beast.



◀ After saving the farm, Kael leads you to a bridge guarded by tanks. Cross over and take out tanks and STAPs. On the other side is the final tank of the level.
▼ Once you've disposed of the last tank, head into the large hangar where you can swap your Heavy STAP for a Police Cruiser. Now it's time to finish your enemies off in style...



◀ As soon as Kael is in his own fighter, follow him into the distance. Have a quick dog fight with the Droid fighters and then catch up with Kael to end the mission. Good work!

Air to land

The first part of this mission involves helping a bunch of traders who are being attacked by the ruthless Trade Federation gunboats.



◀ Your first job is to save people who are being shot at by gunboats. These floating vessels are easy to destroy as they're slow and clumsy.
▼ Fly high and then target a gunboat. Fly straight on at them with your finger on the trigger and sink 'em. A few shots at each should be sufficient. Only once they're sunk can you move on.



◀ With the people in boats saved, Trade Federation star ships will start hunting you down. There are only a few ships at first, so get shooting and blast their sorry butts out of the sky. Nice work, sir!

Dog fighting

Now it's time for some fun up in the sky as we try some class dogfights.

Learning the most effective ways to take down an enemy will greatly increase your chances of winning a Gold Medal.



▲ The first bunch of Droid fighters you encounter will fly in a straight line, so all you need to do is get behind them and let rip with your blasters 'til they explode. That'll teach them for being so darned stupid in the thick of battle!



▲ When you reach Captain Kael, there'll be more fighters and bombers circling the island. Again, the pilots in this early stage of the game aren't too hot, so just get close behind them and fire for all you're worth!



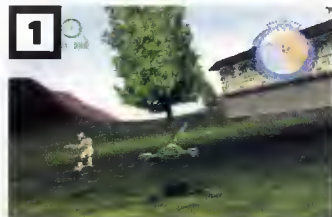
▲ As soon as you destroy all the enemies, the mission ends. They come in waves one after the other, but they're easy targets and you'll have no problem blasting them out of the sky. Once you've mastered this level, it's time to move on.

Smuggler Alliance

Now you'll meet up with one of the central characters, **Borvo the Hutt**. The Hutts are gangsters, but your Captain still decides to team up with him.

Farmer bonus

Getting the weapon bonuses in the game can be very useful in making your ships tougher. Here's how to get this level's bonus...



1 Go straight ahead from your start position and you'll come across STAPs terrorising a farm. They're in for a shock when you jam your finger on the trigger!



2 Go straight in and pick off the STAPs one by one. When they're dead, the farmer will make a run for his Speeder. At this point, two more STAPs will come over the hill.



3 Destroy the two STAPs before they kill the farmer and he'll lead you to a seduced bonus. Simply follow his Speeder and the bonus will be yours. Good work!

Let your people die

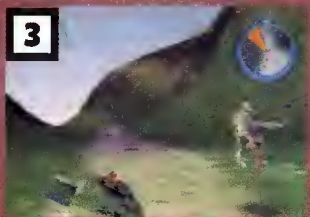
It's acceptable to save a farmer for a bonus, but what about those who have nothing to give in return for saving their wretched lives?



1 When the bonus is yours, get back to following your radar. You'll soon come across another farmhouse being over run by Trade Federation Droids. Is it time to save them...?



2 Not this time, super space shooter. Your Captain orders you to abandon them to their fate as, unlike the previous farmer, they don't have a special bonus to give you!



3 Speed past them and listen to their howling screams of agony as you leave them to their gory fate. There will be tons of STAPs coming around the corner. Take out a few, but ignore the rest.



4 Speed down the road avoiding as much enemy fire as possible and, when you get to the end, you'll meet Borvo the Hutt in his giant ship. Good going, give yourself a big pat on the back!

The Hutt

It seems that your Captain is more interested in doing deals with nasty criminals than saving the innocent lives of the people he swore to protect. He even orders you to help out Borvo the Hutt!



1 The first thing to do after the short movie is to blow up the offending tank that threatens Borvo's massive ship. This area is swarming with STAPs, so don't stay still for too long.



2 Borvo will now ask you to get rid of the tanks further up the road, so he can escape safely. Cruise along the edge of the drop and eliminate the tanks before they get a chance to destroy him.



3 At certain points you'll get a message about incoming tanks. Take a look around and destroy these enemy vehicles before they bring their firepower to bear on the Hutt himself.



4 There are eight tanks in all. Unfortunately, they're not the only enemies as there are swarms of STAPs. If you want to survive with all your lives, destroy these as well.



5 The final tank is on a rock bridge spanning the valley. Drive onto the bridge and engage the tank at point blank range. As soon as it blows up, the mission's complete.

Hutt's retreat

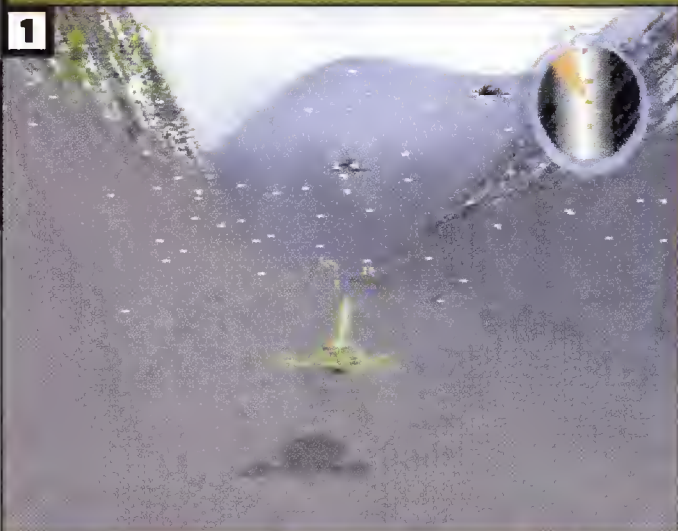
This level is where you come face to face with one of the game's central characters, the gangster Borvo the Hutt.

The Hutts are a well known band of space gangsters, but your Captain still decides to team up with Borvo.

Helping the Hutt

Regardless of whether you want to or not, you need to get Borvo the Hutt safely to his base or else he won't help the resistance.

Here's how to help out the Hutt, while keeping your starship in one piece. It's not as easy as you might think...



▲ You start off in a Speeder. Straight ahead is a bunch of STAPs. Try to blast a few, but your friends in the air will generally help you finish them off before you get a chance.



▲ Go straight and around the corner, where you'll come to a small facility which just happens to have a hangar building. Go inside.

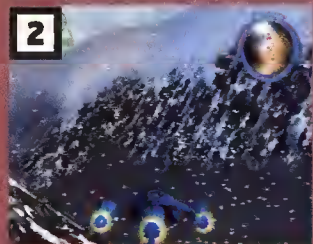
The choice is yours

You've now got a tough decision to make. Do you want to be air or ground support for the next part of the mission...?

You can pick either the Speeder or Fighter and continue the mission in one of two ways. Flying is more fun, so opt for the Fighter. Only choose the ground option if you're not confident dogfighting airborne enemies.



▲ Once in the air, Borvo's ship will come under attack. These pilots are quick, so watch your step. It's best to get behind them and get so close you can see the pilot. You should then be able to target them as they weave around.



▲ Another problem you'll encounter on this level are floating mines. Take these out first as they don't move and are easy to destroy. Once the first few mines and enemies are down, Borvo the Hutt will move on.



▲ Stay close to Borvo's ship and go over the ridge where you'll encounter more resistance. Again, there'll be a squad of Droid Fighters with mines blocking the way, so use the same tactics as before to get rid of them.



▲ Quickly dispose of the enemy Fighters and mines then pass over the next ridge where you'll come across the outer part of Borvo the Hutt's base. Don't drop your guard for a moment as enemy ships are still buzzing around.

Borvo's base

You've finally reached Borvo the Hutt's base, only to find that it's been over run by the Trade Federation.

Your job is to destroy all the enemies you meet and head for the N1 production factory around the corner. You'll meet a variety of different enemies in this section of the game, so make sure you can deal with all comers. If necessary, get in some more practice in the earlier levels and you'll have no problem dealing with the Trade Federation goons.



▲ The first enemies you meet are a pair of tanks. These can be tough to kill when you're in the air. Fly high and away from them, then turn around and point your nose in their direction. Hold fire and blast 'em!



▲ Go through the ravine to the main complex where there are two more tanks and a couple of fighters. Kill them first and then concentrate on the tanks. When they're all gone you'll see a short movie.



▲ When you regain control, you'll be in front of the N1 Starfighter factory. There are four massive gun turrets, one at each corner. Circle the building and blast at the turrets one by one as you fly past.



▲ As soon as the turrets are smoking piles of twisted metal, fly up and engage the Droid fighters. Let rip with missiles if you've got any left instead of your standard blasters. It's much faster this way.



▲ The hardest targets are the tanks as the size of the factory often restricts your view. Swoop in low behind them and slam on the brakes with **Z** held down. When they're dust, the mission's over.

Disruption of Comm 4

This is the first space mission, and it's you against a horde of Droid ships and heavily armed deep space installations.

Look at the size of that thing

This level has clearly taken its cue from Return of the Jedi. Your fighters run up against the space station and realise it's protected by shields.



▲ Comm 4 is directly ahead of you, so fly towards it. Unfortunately, you discover all too soon that an impenetrable energy shield protects it. You'll have to find a way around this obstacle.

◀ After taking a few hits, one of your men has the idea of searching for the source of the shield. Follow your radar to the first target.

Satellites

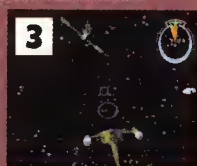
To get a shot at Comm 4, you have to destroy three satellites.



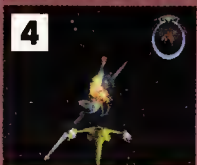
▲ From Comm 4, fly in formation with your buddies and follow your radar to the first satellite. When the red dots start appearing on the radar, hit the brakes and start your approach slowly.



▲ As the satellite comes into view, look for the mines that surround it. These are dangerous as they not only splatter you with laser fire but, if you get too close, they home in. Watch your step.



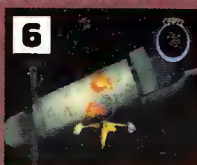
▲ As you approach your target, aim for the static mines first while ignoring any Droid ships. Before getting too close to the mines and satellite, pull back and approach again.



▲ When you're sure most of the mines are destroyed, concentrate all your fire on the satellite and let your wing men deal with the enemy forces. When it blows, follow your radar to the next satellite.



▲ Destroy the second satellite in the same way as the first. This time there are more enemies buzzing around, so clear a few out of the way first. Just make sure you get rid of as many of those mines as possible.



▲ Use your radar to locate the third satellite after the destruction of the second. Again, concentrate your fire on the mines first and then zero in on the satellite before pounding it to oblivion. Blast 'em!

Comm 4

If you thought knocking out the satellites was tough, then wait 'til you see how much of a pounding this baby can take.

Worse still, it fires back with some serious ammunition.

► Follow your radar back to Comm 4. Take a look at the platform half way up the thin shaft and you'll notice three missile launchers on each side. Watch out for these babies!



◀ The missiles cause major damage to your ship, so hit them from a distance. Fly in slow with the trigger held down and, when you get close, speed up and fly to the other side.



▲ Concentrate on knocking out the missile launchers. If you hear a loud beep it means a missile is locked on. Use your flying skills to climb and dive to avoid them.



▲ Comm 4 is virtually defenceless after you destroy the launchers. Now unleash a barrage of secondary missiles and you'll complete the mission in style.

Glacial Grave

This mission's an assault on the Trade Federation's weapons platforms. After blasting Comm 4, you'd expect all the Droids to be inoperative...

Sleepy Droids

Your objective on this level is to blow up all the dysfunctional Droids and get the hell out.



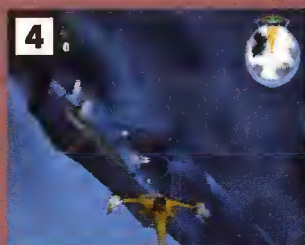
▲ Next up, you and your wing men will be heading towards armed weapons platforms. Target the guns, blow them up and they won't be able to return fire.



▲ By the time you and your mates start shooting the third platform, the Droids will be reactivated. Avoid their fire as you make your runs.



▲ As you progress, shoot the missile launchers first as these do the most damage. Just after the third platform is a wall of mines. Stay well back and shoot them from a distance.



▲ Go around the corner after the mines and shoot the guns on the next two platforms, after which the Droids will start sending fighters up to intercept you. Take care of these, too.



▲ This platform is more heavily defended, with turrets at each corner, two in the water and a missile launcher on the land on the far side. Make a run and take out the turrets first.



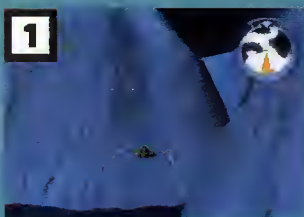
▲ As you sweep around, find the launcher and take it out. Once you've eliminated all resistance on the platform, team up with your fellow pilots and fly with them to the next.



▲ The following platform is also well defended. It has turrets at each corner, gunboats in the water and mines floating at the back. Target the mines first.

Boat bonus

The bonus on this level is one of the most heavily defended secrets in the game, and you'll need to be an expert pilot to find it. Our top tips will help you get what you want...



▲ After the mines platform has been damaged, follow your wing men into the ravine. The path splits into two. You should be feeling brave by now, so take the right hand path.



▲ As you follow the ravine, look to the right on your radar for a hidden side area and head for this. This is where you'll find the bonus. Unfortunately, it's very well defended.



◀ Blow up the outer turrets first, then blast the launcher on the tall tower. Circle, take out the other turrets and gunboat. Blow up round green building then fly through the wreckage for bonus.



▲ When you have bonus, meet your mates and knock out all turrets in final base. Shoot the generator and fly into hangar building where you'll take control of a gunboat.



▲ Take control of the gunboat and steer it to the right. Blast open the wall and cruise through the opening. Go a bit further and the mission is complete.

The Andrevan River

You've stolen a gunboat and now you have to use it in the next mission.

The gunboat's a bit unwieldy, so your main objective in this level is staying alive as there are many turrets and mines waiting to blow you up.

Minefield ahoy

One of the biggest dangers in this level are the floating mines, so keep your eyes peeled for them.



▲ The best way to survive this level is to take it nice and slow. Watch your radar for mines and, when you can see them in the water, take aim and fire two shots to destroy 'em.



▲ While dealing with the mines, look out for the laser turrets. Usually they are hidden just around corners, meaning you have to expose yourself for a few seconds to get in a shot.



▲ Follow the river, taking out the mines and turrets as you go and, when you come to a split in the river, take either route as they both lead to the same place. Keep watching for mines.

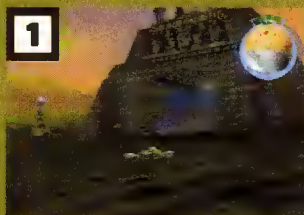


▲ When the two paths in the river rejoin, the way is blocked by a line of mines. Destroy these. Ignore the enemy aircraft as it will not attack you unless you shoot at it first.

Liberation

Proceed down the long stretch of river ahead, past the rock and then on towards the rock bridge.

Zip underneath and make your way to the slave camp.



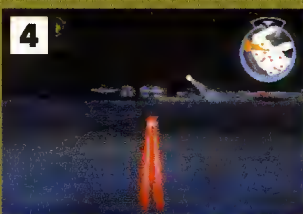
▲ To free the camp, you need to take out two buildings. There are two ways of doing this. Either slowly move through the camp taking out the turrets first, or just go straight for the buildings.



▲ One of the power generators you need to destroy is to the left, the other on your right. Shoot the left one first from a distance and there'll be no need to tangle with the turrets.



▲ Look for a building in a walled compound with a turret in front. Carefully aim and pump your laser until you get confirmation that it's destroyed, then head to the other side of the camp.



▲ Destroy the second generator in exactly the same way. If you're looking to increase your ratings to get a Gold Medal, take out some of the other turrets from a distance as well.

Missile destruction

After finishing off the power generators in the slave camp, you can move on to the next one.

A gunboat will make a run for it to alert their allies that you're on your way.

► Let the gunboat go, as you'll alert the camp anyway. Follow it at a distance but watch as it drops mines in your path. When you reach camp, destroy turret on the wall and enter slowly.



◀ Sail into the camp and take out the turrets on the right hand side. Destroy all the missile launchers in the camp before your flying friend can come in and liberate it.



▲ Move slowly through the camp and take out the small laser turrets first as the missile turrets only target air units. Take out some of the gunboats as well.



▲ You need to be very cautious, so move slowly and target anything that pops into view. Once enough missile launchers are destroyed the mission is complete.

Sanctuary

This is a tough mission in which you are expected to escort vulnerable civilians to some ruins. You're the only one who can protect them.

Gunboat diplomacy

You start the mission in the gunboat you stole from the Trade Federation.

You'll soon discover that its powerful laser cannon is more than adequate to deal with any enemy units who try to tackle you.



1 Go straight ahead to the north east corner of the lake where you'll see an army of tanks on the move. Just behind them is a large tunnel structure. Aim and fire at the tunnel to stop reinforcements arriving.



2 After dealing with the tunnel, turn around and disintegrate the tank behind you. Then blast the tank sitting near the tunnel. Once they're both destroyed, head to the centre of the lake.



3 From this excellent vantage point, pick off all the standing tanks on the shore. Once you've done this, quickly head towards the large hangar building and cruise inside. Simple as that, ace starfighter!

Take to the air

After destroying all the Droid tanks you can steam into the hangar building where you can swap it for a mega cool N1 Starfighter.



1 As soon as you leave the hangar, start shooting the tank directly in front. If you aim carefully, you should take it out in a single pass.

▼ From the wrecked tank, turn around and head into the town. Near the centre is a public square and two Speeders. Unfortunately, they are trapped by a collapsed clock tower.



3 Destroy the clock tower and any nearby tanks to allow the Speeders to escape. By the time you do this, the rest of the boat people will be on their way in their own Speeders. You win again!

Protection

Your next task is to escort a bunch of Speeders down a long mountain track as they're attacked by Droid fighters.



1 Fly out of the hangar and swoop down low over the valley below you. Don't worry about the Speeders for the moment, just get down there as quickly as you can manage.



2 Fly along the mountain pass until you reach a corner guarded by fearsome tanks. These tanks are your primary targets, as the Speeders can't get past if they're still standing.



3 Attack the tanks from a distance. You should be able to destroy at least two with each pass. Once they're destroyed, return to the Speeders and take out the bombers who are attacking.



4 For an added reward, look out for the bonus on this level. To get it you'll need to leave the Speeders and fly to the end of the pass until you spot some brown rocks on the right.



5 Take a right, fly along the valley and past the volcano. After the volcano is a runway and you'll find the bonus at the very end. Get it quickly and then fly back for escort duty.

► As the Speeders move along take out as many fighters and bombers as possible. Once they've past the rocks they are safe and the mission will end.



Next month

That's it for now, folks. Next month in part two we'll take you all the way to the end of the game, where the plot takes a new twist. Until then, starfighters!



Pokémon

Gold & Silver

Breeding Guide Part 1



If you want to finish your Pokédex, you'll need to find out all the steps to help you breed the perfect Poké baby.

Contents

Daycare dreaming

- ✓ Make babies ✓ Hotch 'em ✓ Cool Moves
- ✓ Vital Stats ✓ Super Cool Ditto Combos

Poké past

Issue 100 Big Game
Issue 103 Review

WE SAID "The Poké sequels are, without doubt, the finest Game Boy titles ever made."

Breeding basics

Before you can enter the wonderful world of Pokémon breeding and create your own super creatures, you'll need to know the basics.

Whether it's finding the Breeding Centre or what you have to do to make babies happen, just keep reading and you'll find out all you need to know.



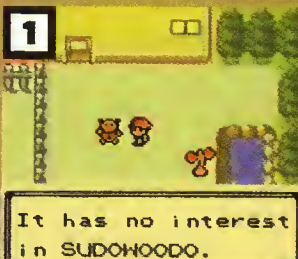
◀ You won't be able to start breeding until you reach the Daycare Centre on Route 34, just south of Goldenrod City. Just talk to the nice old folks who work there and ask them to raise your two chosen Pokémon.

▼ Go into the garden and check with each Pokémon to see how they feel about their playmate. Get the right response and babies could be on the way!

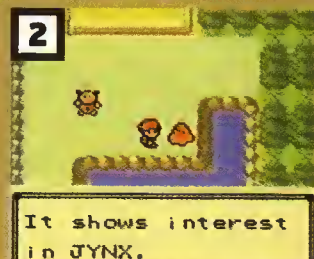


Fatal attraction

It's important to know whether or not your Pokémon like each other. Put the wrong couple together and sparks won't fly.



▲ Check your Pokémon and you'll get one of five messages. If it's brimming with energy or 'It has no interest in the other Pokémon', there's no hope of Eggs.



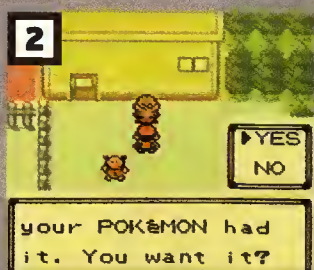
▲ If 'it appears to care for the other Pokémon', 'it shows interest in the other Pokémon' or 'it is friendly with the other Pokémon', an Egg is on the way!

A Poké star is born

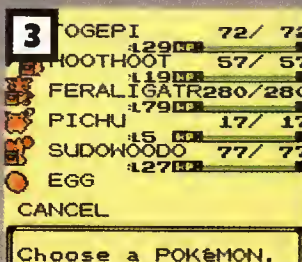
Once you know that your Pokémon have taken a shine to each other, you can leave them to get on with their smoochy business.



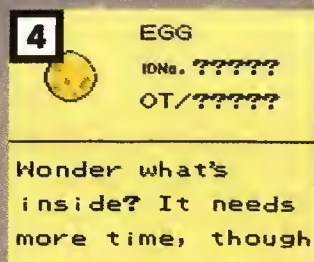
▲ It's tense waiting for a birth, but your lovebirds need privacy. Try exploring or battling a few Trainers for a while.



▲ Something good's happened when you see the old man in the garden. Go and talk to him to hear the good news!



▲ It's happened... you have an Egg! Make sure you have a space in your Poké squad before you take the Egg.



▲ Take several thousand steps before your Egg hatches. If you've bred two of the same Pokémon, it'll hatch quicker.

Can't breed, won't breed

Poké breeding can be a tricky and complex business. There are all sorts of rules to follow, and some Pokémon are not able to breed.

Save yourself loads of time and heartache by learning which Pokémon are non-starters in the breeding process.

1



DITTO

TRANSFORM

HT 1'00"

No. 132

WT 9.0lb

P. 1

It can transform

into anything.

When it sleeps, it

PAGE AREA CRY FRNT

▲ Two Pokémon of the same gender can't breed, so check 'em out in the stats screen. Ditto can breed with most creatures if you don't have an opposite gender version of the beast you wanna breed. Ditto can breed with male/female beasts, but Ditto can't breed with Ditto.

2

4-Time Famer



No. 151 MEW
/MEW

:118

IDNo/55660

▲ The following Pokémon are unable to breed, regardless of gender: Articuno, Cleffa, Elekid, Entei, Ho-oh, Igglybuff, Lugia, Magby, Mew, Mewtwo, Moltres, Nidoqueen, Nidorina, Pichu, Raikou, Smoochum, Suicune, Topegi, Tyrogue, Unown, Zapdos.

Little breeders

One of the main reasons to get involved in the breeding thang is the chance to add seven more new Pokémon to your Pokédex. Welcome the Poké babies!

You can only get these super cool pre-evolutionary creatures by breeding, so get cracking!

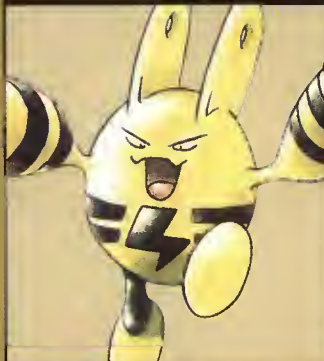


#172 PICHU



▲ **PICHU** Breed male Pikachu/Raichu with female Pikachu/Raichu. Or breed a female Pikachu/Raichu with any compatible male, or Male/Female Pikachu/Raichu with Ditto.

#239 ELEKID



▲ **ELEKID** The result of a match between two Electabuzzes. Or breed a female Electabuzz with any compatible male, or Male/Female Electabuzz with Ditto.

#240 MAGBY



▲ **MAGBY** The sizzlin' result of a meeting between two Magmars. Either that or breed a female Magmar with any compatible male, or Male/Female Magmar with Ditto.

#236 TYROGUE



▲ **TYROGUE** This beefy fighter is the offspring of Hitmonchan, Hitmonlee or Hitmontop and the blob-like Ditto. All these creatures are male only in the game.

#238 SMOOCHUM



▲ **SMOOCHEM** Breed female only Jynx with the ever useful Ditto to get ol' sucker lips. Either that, or breed a Jynx with any compatible male beast to get Smoochum.

#173 CLEFFA



▲ **CLEFFA** Breed female Clefairy/Clefable with male Clefairy/Clefable. Or breed female Clefable/Clefable with any compatible male, or male/female Clefable/Clefable with Ditto.

#174 IGGLYBUFF

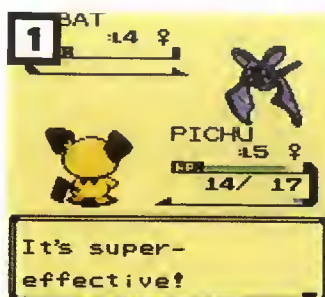


▲ **IGGLYBUFF** Breed female Jigglypuff or Wigglypuff with male 'puff/tuff. Or breed a female 'puff/tuff with any compatible male, or male/female 'puff/tuff with Ditto.

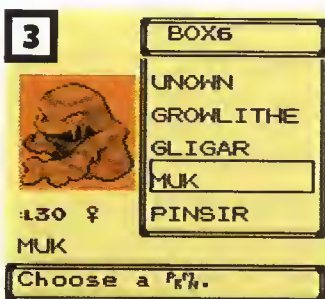
Special moves

Learning how to breed Pokémon at the Daycare Centre doesn't just help you collect cool new creatures, you know. There's a lot more to it.

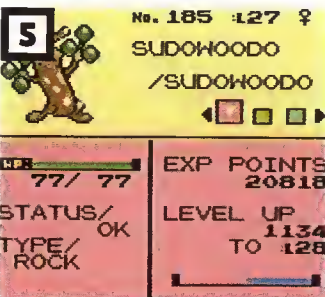
Pokémon breeding also allows you to hand pick some of the offspring's moves by carefully selecting their mum and dad.



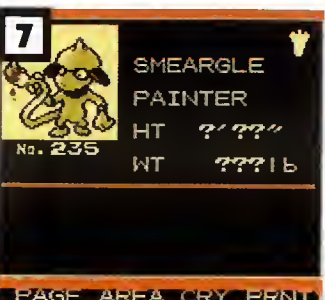
▲ Each newly hatched Pokémon is born at Lv 5 with exactly the same moves as a wild Pokémon of that sort would have at Lv 5. These are known as Learned Moves.



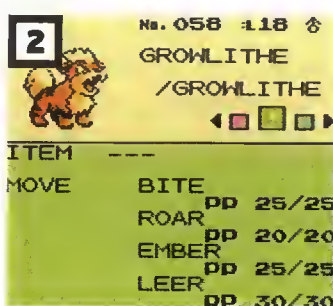
▲ Pokémon Hereditary Moves are the most complicated of all, but they give you an amazing scope to create your ideal creature with fully customised moves. You can make Poké fighting machines!



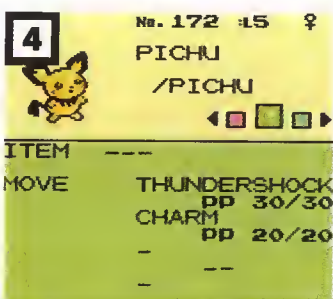
▲ There are also all sorts of complicated Hereditary Moves that Pokémon can only learn through breeding. For example, a hatched Sudowoodo is able to inherit Self Destruct from its father.



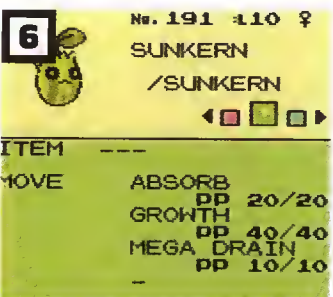
▲ The strange Smeargle is a very useful Pokémon to have when it comes to passing on Hereditary Moves. Smeargle's Sketch attack can be used to learn certain moves, which can then be passed on to its offspring. This is very handy indeed.



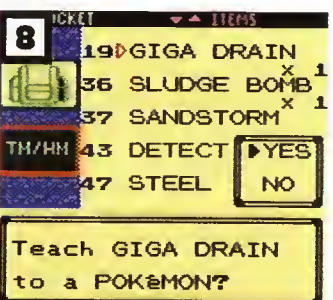
▲ Your new Pokémon can also obtain Inherited Moves and TMs. These are the same moves which would normally be available to the male of the breeding pair.



▲ If there's a move that the two parent Pokémon have both learned, their baby Pokémon will be born already knowing that same move. This would still happen if it couldn't normally learn it at Lv 5. Cool!



▲ The following Pokémon in the game are unable to inherit Hereditary Moves: Caterpie, Ditto, Magikarp, Magnemite, Porygon, Smeargle, Staryu, Sunkern, Tauros, Voltorb, Weedle and Wobbuffet.



▲ Some of the Technical Machines that were in Red, Blue and Yellow cannot be learned by the same Pokémon in Gold and Silver. You may need to do some trading between carts to get the TM you want if it's unavailable in Gold & Silver.



► Want to breed a Lugia? Tough luck! This Legendary Bird won't ever breed.

Stat attack

But it's not just fighting moves and Technical Machines that can be engineered by your Pokémon breeding programme.

You can also affect your new baby Pokémon's Stats by selecting the appropriate parents for use in the Daycare Centre.



▲ If you breed a female Pokémon it will inherit Stat increases from its father. If you breed a male Pokémon, it will inherit Stat increases from its mother.

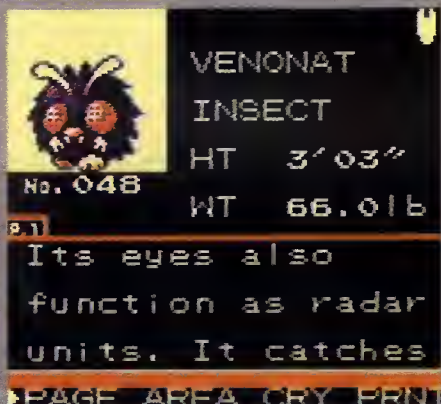
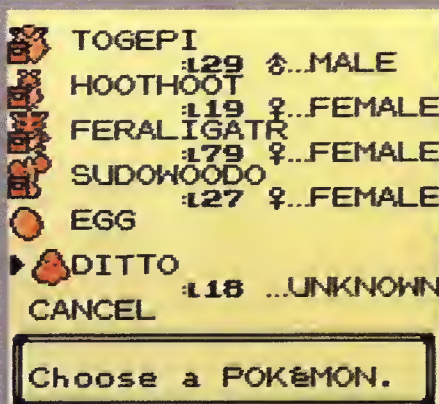


▲ If you're using a Ditto to breed your baby, the Pokémon will hatch with the Ditto's Stats. Who'd have thought a pink blob could be so useful?

What will it be?

If you breed two Pokémon of the same type at the Daycare Centre, you'll have no doubt what your Pokémon Egg will hatch into.

What happens if you breed from two different types of Pokémon, and can you predict the outcome? Of course you can, but it's very difficult!



▲ If you breed two different types of Pokémon, the resulting baby will have the appearance of its Mother at its lowest evolutionary form.

▲ If you use Ditto in your breeding experiment, the offspring will be whatever type the non-Ditto breeding partner is at its lowest evolutionary form.

▲ If one of the parents is an evolved Pokémon such as Venomoth the offspring will be the lowest evolutionary form of that Pokémon, for example Venonat.

Perfect pairs

Next month we'll be featuring a comprehensive list of all the various combinations and rare moves that can be created through Pokémon breeding. Stay tuned for all the top info you need.

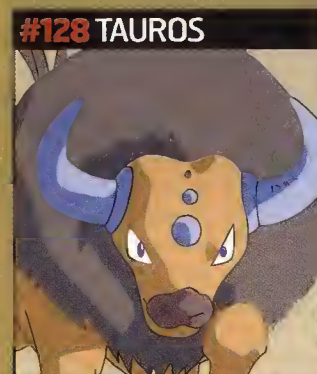
Here's a little taster for now of some of the most interesting breeding pairs. Try these out and we'll have loads more next issue.



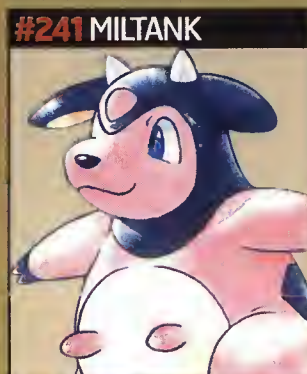
▲ If you miss your adorable Chikorita starting Pokémon, you can always get another one by breeding a male Vileplume with a female Meganium. Many other combinations work, too.



▲ You might think that breeding a male Farfetch'd with a female Flaaffy would result in some strange looking Poké offspring, but in fact you get adorable Mareep for your squad.



▲ Tauros is a male only Pokémon and therefore might have problems producing offspring. But try breeding a Tauros with Ditto to get yourself another Tauros. Ditto is definitely the strangest Pokémon in the whole game!



▲ To breed a Miltank with the Hereditary Move Reversal it's simply a matter of getting a wild male Smeargle. Make it learn Reversal by using Sketch in battle and then breed it with Miltank. Aii that just to get a move... phew!

Pokémon Monster Guide

If you want to find out the breeding partners for every single Pokémon in the game, make sure you grab the Pokémon Monster Guide, which is on sale right now.

This Master Guide companion also lists official Pokédex entries for all 251 Pokémon, the HMs/TMs they can use, their learned moves and there are even tons of puzzles to try. It's your essential Trainers' manual.



Champion breeder

Follow these tips and you'll be amazed at how many Pokémon you can hatch. Don't forget to grab the next issue of NOM because we'll be giving you all the in depth skinny on those awesome Hereditary Moves!



Legend of Zelda Majora's Mask



Hot Spots and Masks Guide Part 2

Majora's Mask is one of the best games ever but, if it's giving you headaches, check out the second installment of our guide to the toughest puzzles.

Contents

Busted open...

- ✓ Complete Great Bay Coast
- ✓ Gather Zora Eggs
- ✓ Ikana Castle
- ✓ Masks recovered
- ✓ Stone Tower
- ✓ Help Kafei and Anju
- ✓ Tricky bosses killed

Link's Legends

- Issue 94 News
- Issue 96 Big Game
- Issue 99 Review
- Issue 100 Guide Part 1
- Issue 101 Guide Part 2
- Issue 103 Toughies Part 1

WE SAID "Majora's Mask silenced critics with an adventure as compelling as before."

Great Bay Coast

This is where things start to get tricky in this top quest as you use the Zora Mask with its awesome swimming ability.

A mysterious mist is hanging in the air and the fish have disappeared. It's your job to sort it out and rid Great Bay of the evil spirits who lurk there.

Enter Great Bay Temple

Now you've got all seven Zora Eggs, it's time to wander into the humid corridors of the Great Bay Temple and try its puzzles.



- ▲ People get stuck trying to put the Eggs in the scientist's aquarium. It's easy! Climb the ladder to the right of the tank, and drop Eggs in from the top using the correct C Button. Stand in the middle to make it work.
- ▲ When the cute baby Zoras arrange themselves into the notes of a song, put on the awesome Zora Mask and play the new tune with your guitar. You'll learn the New Wave Bossa Nova song and can now warp to the Zora Hole location.
- ▲ Stand in front of Ruto and play the New Wave Bossa Nova to reveal a giant turtle. This is your ride to the Great Bay Temple. Just use your Hookshot – as Link, of course – to grapple the tree on the turtle's back.

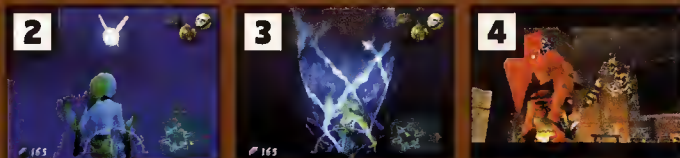
Zora Eggs

If you visit the lonely hut on a raised platform in the sea, you'll meet an old man who asks you to retrieve some Zora Eggs. Do what he says!

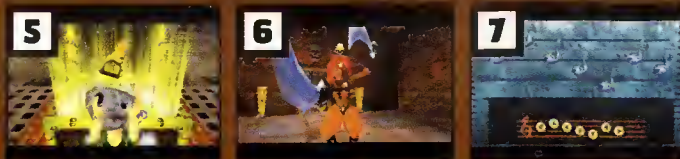
There are seven in total, three at Pinnacle Rock and four in the Gerudo Fortress. Get cracking because you've got a lot to do...



▲ Start with Pinnacle Rock. Swim between two stone pillars, dive down and walk on sea bed. You have to walk between the signposts to reach the rock. If you take a wrong turn you have to start again, so watch it. You can do this by trial and error, but there's an easier way.



- ▲ In hut on beach, show man a photo you took of a Gerudo. He'll give you a gold seahorse which will guide you through the murky water.
- ▲ Eggs are in three tunnels. Kill snakes with spin attack to get 'em. Put in aquarium, then swim east and smash boards to Gerudo Fortress.
- ▲ Wear Stone Gerudo Mask to avoid guards. In central courtyard, climb tower, cross bridge, enter door. Shoot hive with arrow through bars.



- ▲ Exit, down right and in door. Get Hookshot from Chest, Egg from large water tank and exit. Use Hookshot to grapple posts outside. Egg's in the south door.
- ▲ Go north to another door to find Egg. The final one is found through a door to the far north east side of the Fortress. Kill a Gerudo Pirate in each of these rooms.
- ▲ When you have all Eggs, back to aquarium and put in water. Mission complete! Feed large fish in the other tank with fish from a Bottle for a heart piece.

Great Bay Temple mini boss

There are two mini bosses in the Great Bay Temple who you have to tackle, so unsheathe your sword and be vigilant at all times.

The second of the two, Gekko, is a real pain. So here's a little recap on how to whip his butt good and proper. Read carefully, now...



▲ First, you need to get into the room where he's waiting. From the treasure chest where you got your Compass, use Ice Arrows to make platforms in the water. Use arrows to melt frozen door.



▲ For this fight you'll need to use a lot of arrows, so make sure you have a decent supply before you enter battle. You also need a lot of magic to power up special arrows, so make sure you're stocked up.



▲ His next ruthless attack is to stick to the roof just out of reach in a ball of slime. He'll then fall down and the goo will suck you in, paralysing you while he unleashes his energy sapping punches and kicks.



▲ When he's on the roof, use Ice Arrows to freeze the slime. When he falls, the sludge will shatter leaving him open to an arrow or sword attack. Do this LOTS of times to get the Boss Key.

The Song of Storms

Before you go charging into Ikana Castle, you'll need to obtain a few things to help you through, especially the Song of Storms.



▲ In Graveyard, find the sleeping skeleton. Play Sonata of Awakening and be ready to fight. His first tactic is to run, so give chase.



▲ Kill skeletons to stop fires. Use Ice Arrows to slow large skeleton and, when near, swipe his feet repeatedly. You'll win Captain's Hat.



▲ Now you can talk to Stalchild skeletons. At night, talk to those by grave. Ask them to open it and light torches inside to open door.



▲ Enter, hit statue. When it swings axe use sword, and use arrows when armour falls. After battle, check plaque for Song of Storms.

Getting the Gibdo Mask

Now armed with the Song of Storms, you can discover the secrets of Ikana Canyon, unlock Ikana Castle and get the Gibdo Mask.



▲ Walk up path to raised area and enter the south cave. Banish the ghost who plays there with the Song of Storms to make the water flow.



▲ Gibdo exits house and walks to well. Go in house when she leaves, down the stairs, and play the Song of Healing to man in the cupboard.

Enter Ikana Castle

The next step in Link's awesome quest is to conquer Ikana Castle, and get the The Elegy of Emptiness Song.



▲ Go down well, wear Gibdo Mask and speak to Gibdos. Give items they ask for to unlock doors. You'll soon find Mirror Shield.



▲ Enter gap in rocks, left of entrance. Hit switch, use Mirror Shield to reflect light on cube. Blow roof with a Power Keg.

Enter the Stone Tower

The Stone Tower is the game's last temple, and you'll have to play through it normally and inverted, so you'd better be on your toes.



▲ Use the Elegy of Emptiness song to create duplicates of yourself on the switches in Rockville cliff. This will activate the small platforms that you can use to get to the top.

▶ Each set of three switches need to be pressed in different orders to arrange the blocks properly. When you need to invert the temple, shoot the red target outside with a Light Arrow.



Defeat Twinmold

The Stone Tower boss would be difficult without the Giant's Mask. It makes Link huge, but drains your magic so keep it topped up.



1 Defeat the Eyegore just before entering this boss room. Use your trusty shield to defend against its lethal laser attacks. When it dies, you'll get the Giant's Mask.



2 Go through unlocked door and hit switch for chest. Grapple it with Hookshot and pull yourself up. Before entering make sure you've got Milk for your magic supply.



3 Instantly put on the Giant's Mask to increase Link's size and power. Twinmold's weak points are the two snakes, so pound away at them. With Giant Link's brute strength it won't hold out for long.



4 When a Twinmold burrows deep down into the ground, keep well away or you'll be sucked out of the room and you'll have to start again! Just keep hammering those snakes and Twinmold will be history.

Majora's Mask

If you've made it this far, give yourself a pat on the back. The Skull Kid's still got to be defeated, though. Here's how it's done...



1 You'll have to battle this boss in three forms. If you have the Fierce Deity Mask, the whole battle is a doddle! Use **Z** Targeting to lock on and swipe away. You'll have him floored in no time.



2 However, if you were lazy when playing the game and don't have the Fierce Deity Mask, you've got a real problem. Have Fairies in your Bottles because this battle won't be easy.



3 In its first form, hit it on the back and use arrows to fend off the four boss Masks who hover around. In its second form, paralyse it with arrows and swipe with your sword. Use shield to defend.



4 Its third form is even tougher. Use the same method as before, stunning him with arrows and diving in to slice with your sword. Watch for the tentacles as they whip out and do lots of damage.

Kafei and Anju Day one

This is definitely the biggest mini quest in the whole of Majora's Mask, and it's surprisingly difficult to complete.

The hardest part is the beginning but, once you've got the ball rolling, you'll be on your way to uniting a long lost couple.



1 Go to the Mayor's residence in Clock Town between 10am and 12pm. Go into the room to the right of the reception desk, talk to his wife and agree to help with the search to discover Kafei.



2 Wait in the Inn for the Postman to arrive at 2pm and talk to them as he hands over the letter. When he leaves, speak to Anju and say 'yes' to get the room key. Now you can enter the Inn at any time you want.



3 Put on the Kafei Mask and talk to her again. Agree to meet her then go to the Kitchen at 11:30pm to get a letter from her. Post it in the letter box immediately, then warp forward to the morning.

Day two



1 Wait at the Laundry pool for the Postman to turn up at 3pm. Go into Kafei's house when he comes out. Speak to him when he returns to get the Pendant of Memories and give it to Anju.

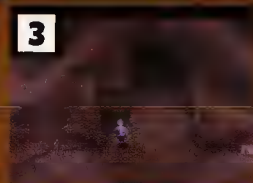
Day three



1 Go back to Kafei's hideout at 1pm and talk to the bloke for the Keaton Mask and Express Mail. Take it to Madame Aroma in the Milk Bar wearing the Mask of Kafei to get a useful Bottle.



2 Alternatively, take the Mail Express to the Postman before 3pm and follow him to the Milk Bar. Speak to him outside to get the smart Postman's Hat. Now warp to Ikana Canyon.



3 Jump down to water, climb up onto land and head left along the path. Kafei will be hiding behind a rock. Wait for the Thief and enter the cave behind him. Now for the exciting part...



4 You'll now switch control between Link and Kafei. Press the switches in each room, but not the red ones. Get Sun Mask, go to Inn and wait in Anju's room for the couple. You did it!

Mask locations

Last month we told you where to find half of those precious Masks. Now we tell you how to get the rest!

Not all the Masks are essential to complete the game, but it will help if you get them all so that you can use the Fierce Diety Mask on the final boss.

We've scoured the land of Termina to find all the Masks, so pour your eyes over this lot and the Skull Kid will be dust!



Zora Mask

Look out to sea in Great Bay coast, just in front of the scientist's hut. Swim out to where you see birds flying around to find a distressed Zora. Use Z Targeting and push him back to land and play the Song of Healing to get the Zora Mask.



Stone Mask

In Ikana Canyon, to the right of the entrance after the fences Epona jumps over, use the Lens of Truth to reveal a guard sitting in a rock circle. Bring him a red potion to be rewarded with the Stone Gerudo Mask. Now you're invisible to Gerudo Pirates.



Leader Mask

Inside the Milk Bar in Clock Town, play your instruments for the composer in each of Link's three masked forms. Once you've done it with the Goron, Zora and Deku Masks on, do it as Link to make the melody and get the Leader Mask you want so much.



Romani's Mask

Save the Cows on the night of the first day for Romany, then meet Cremia. Accept her ride into town and save her milk from the thieves who attack. Romani's Mask makes you an adult for access into the cool Milk Bar in Clock Town.



Captain's Hat

First, play the Sonata of Awakening for the giant skeleton in Ikana Graveyard. When it wakes up, defeat it in battle and retrieve the Mask from the treasure chest. Now you can speak to Stalchild skeletons in the graveyard after dark.



Mask of Truth

Go to the spider house in the swamp. Use a lighted Deku Stick to burn the webbing over the door. Enter and find all of the golden Skulltulas. Use this Mask to speak to the clock stones dotted around Termina.



Giant's Mask

Successfully defeat the Eyegore mini boss in the Inverted Stone Tower to get this ace Mask. This increases Link's size and strength and is indispensable when fighting the mighty power of Twinmold.



Gibdo Mask

When the girl leaves the house in Ikana Canyon and walks to well, walk inside and go down the stairs. When the unfortunate man jumps out of the cupboard, pull out your Ocarina and play the Song of Healing. This makes the Gibdo mummies friendly.



Fierce Diety

This is the last Mask in this mind boggling quest. Get all the others, then complete the tricky quests on the moon to get this awesome Mask. Pull it out and it will transform Link into the all powerful Oni Link. The enemy won't stand a chance!

You did it!

Completing a Legend of Zelda game is a great experience, something which you should consider as a life achievement! This game is a pleasure from start to finish, so sit back and enjoy the stunning ending!



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House,
338-346 Goswell Road, London, EC1V 7QP. Or you
can e-mail us at richard.marsh@ecm.emap.com

We dish out prizes for the
best letters and stuff we
like. A big thank you to our
friends at BBI who supplied
the prizes this month.

bigben
interactive

Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Letters ✓ Bowser's Prison ✓ Game or lame? ✓ Mario's Hotline ✓ Your e-mail

Banjo and Conker, all
in one issue... we're
in heaven! But a few of
you aren't so happy
this month. Why?
Conker's age
rating, that's why!
Other than that,
it's the usual
collection of
insane rantings
the Nintendo
nation's renowned
for. So let's join Tim
and Rich and see
what's on your minds...



"I'm writing to say how angry I am
that people say Nintendo 64
games are a complete rip off. Just
take Ridge Racer 64 for example,
it's been out for under a year and
it's being sold for as little as £15."

Stephen Nogle, Scarborough

■ Fifteen nicker? Baaargain! Put me
down for five... **Rich**

■ I know we always say it, but
you've just got to shop around to get
the best Nintendo bargains. **Tim**

"I've sent a couple of letters to
Nintendo Official Magazine and none
of them have been printed. So I'd just
like to know what the chances are of
getting a letter printed."

Brian O'Connell, Stillorgon

■ Got to be honest with you, Brian.
They're pretty darn slim... **Rich**

MARIO'S WINNER!

"While looking around my
attic I found an old NES, so I
decided to play Super Mario
Bros. When I looked in the
instruction manual, I saw a
picture of Bowser and next to
him was the name Gordon!
Even worse, in the Mario game
for the Super NES I saw that
Bowser was actually called
Koopas. If Nintendo change
Bowser's name whenever a
new console comes out, what's
he going to be called on the
Gamecube? Fred...?"

Gory Vear, Rossendale

■ We'd heard about him being
called Koopa, but Gordon!? It's
hardly a name you associate with
an evil overlord. **Rich**

■ The official word on the
Nintendo grapevine is that he's
going to be called Derek in the
Gamecube version. **Tim**

"I'm so annoyed with Nintendo!
After I found out Conker's Bad Fur
Day would get an 18 certificate, I
went conkers (ha,ha)! I fell in love
with the game (not literally), but
now I've got to wait eight years for
it. Why must we have a cute squirrel
turn to drinking and swearing?"

Arthur Pitt, Seaton

■ I don't know why happy, innocent
squirrels go off the rails! All I know is
it's funny when they do. **Rich**

■ There's a strong possibility that
Conker might end up being a 15+
title, which is much, much better than
18+. At least you won't have to wait
so long to play it, Arthur. **Tim**

"If I could ask any Nintendo
character a question, I'd ask Yoshi
what possessed him to have such
an annoying laugh in Mario Tennis."

Mork Gloss, Manchester

■ Yes, I know what you mean, Mark.
After the 150th time you hear it, his
laugh does grate a little. **Rich**

■ It grates a lot, Rich... a lot! **Tim**

MARIO'S WINNER!

"At my school there's a girl
called Vicky. She's absolutely
mad for the Final Fantasy
series, and has just got a copy
of FF9. She keeps going on
about it and I've tried to
tell her Majora's Mask is
much better, but she won't
listen! Please tell her, 'cos she
won't ever listen to me!"

Don Ring, Eversham

■ Now listen here Vicky. I'm sure
you're a very intelligent person,
so you've just got to realise the
error of your ways. Zelda games
have better graphics, gameplay,
characters, story and combat. It's
a scientific fact. Accept it and
move on. **Rich**

Bowser's Prison



If you had to do time in Bowser's Prison, what
three N64 games would you take with you?
Send in your list of three games and why you'd
take them and you might be banged up with the
ultimate bad boy, Bowser, and win yourself a
top prize. But you **MUST** send a photo with your
Bowser's Prison list. No photo, no entry!

Shane McGrath

My three games would be...

(1) Pokémon Stadium

Why? I would spend time playing the
mini games and winning all the
Pokémon tournaments loads of times.

(2) The Legend of Zelda, Ocarina of Time

Why? If I wanted to get outside Bowser's Prison for a
while I could go fishing or horse riding with Link.

(3) Mario Tennis

Why? If Bowser was bothering me, I could beat him at
Mario Tennis to feel better. And, if Bowser was really
annoying me, I'd beat him at doubles!



Mario's Hotline



Is something bugging you about Nintendo, or have you got an idea you've just got to share? Then phone Mario's Hotline and get it off your chest...

"I think it's totally disgusting that Conker's Bad Fur Day is an 18+ game! There's no way I'll be able to get it now."

Ivan Petricul

"Battle for Naboo looks class, even better than Rogue Squadron. So what's with the lower score...?"

Jack Ratner

"I'm not sick of Pokémon, just the other crap that comes out."

Anon

"Has anyone else ever noticed that NOM's Shaun looks just like Ricky from EastEnders?"

Anon

"When are you going to start up a NOM pen friends page? It would be cool to speak to other Nintendo fans."

Michell Frobisher

020 7880 7414

"Instead of giving away Pokémon rubbish, why not give away wrestling stuff which almost everyone loves? Can you also tell me why Rich likes Pokémon?"

Kevin Jones, Plymouth

■ If you want even more WWF stuff, watch this space, Mr Jones. **Tim**

■ I like Pokémon because I was never allowed to own a pet as a kid! I know, very sad... **Rich**

Mario's Hit List

Want to see your letter in Club Mario? Can't think of anything to write about? Why not tackle one of these subjects...?

- How far would you go to own one of the first Game Boy Advances in the UK?
- What do you think of the 100 new Gold and Silver Pokémon?
- What awesome games would you like to see released first on the Nintendo Gamecube?
- What do you think about Sega making games for Nintendo's Game Boy Advance?

"I noticed Ryan Thomas wrote in actually telling people to stop writing in with their opinions on which games are better than others. Well, Ryan, if no one wrote in with their opinions, there wouldn't be a Club Mario, so I think it's you who should shut up!"

Janie Voller, Romsey

■ And that's you told, Ryan! **Tim**

■ We're all up for a bit of arguing now and again but, if we score a game 90%, what's the point saying it should have got 91%? **Rich**

MARIO'S WINNER!

"I'm writing to complain about how boys react when girls talk about video game consoles. Whenever we talk about them at school, all the boys pretend to faint (well, I think they pretend!). They think that just because we're girls, we spend the whole weekend talking about boys, and trying on make up. We don't! I hope this letter stops boys stereotyping us."

Vicki Benson, Matlock

■ I'm all for girls playing games. At least that way they don't complain when I turn off EastEnders and get the Nintendo 64 out. **Tim**

■ How about a boys Vs girls night? That would certainly sort out the cheeky chaps! **Rich**

"I think Nintendo should bring Rare's Dinosaur Planet out on Gamecube instead of N64, as it's just the sort of game to make people take notice of the machine."

Keith Yelland, Carlisle

■ It's looking increasingly likely that Dinosaur Planet will now come out on Gamecube, and what a top launch title it would be. **Tim**

MARIO'S WINNER!

"I've got some great ideas for actors to play game characters. Danny DeVito as Mario, David Schwimmer as Luigi, Kate Winslet as Princess Peach, Jim Carey as Wario, Dolph Lundgren as Duke Nukem, Leonardo DiCaprio as Link and how about the blonde one from Big Brother (Caroline) as Gruntilda!"

Andrew Balshaw, Guilford

■ Large guffaws for the top Gruntilda idea! But hasn't Danny DeVito already played Mario in the movies...? **Rich**

■ Nah, Rich, that was good old Bob Hoskins! And it was a terrible, terrible film! **Tim**

Game or lame?

If you've ever dreamed of making the perfect Nintendo game, then here's the best place to let the rest of the world hear your great idea.

Send in your ideas for a Nintendo game, along with any sketches you've made, plus a recent photograph and you could see your game idea featured in the pages of Club Mario. And you never know who might be reading...



Name
Game name

Jackson Gould
Agent DK

What's it about?

Since King K. Rool was defeated, one of his distant cousins, Junior K. Krool, has taken over his squad. Junior K. Krool is using his powers to take over the lands outside of DK Island. Agent Kong has found out about it and calls in the rest of the Kong gang to stop him.



Who's in it?

The whole DK crew from Donkey Kong 64, including Funky, Candy and Kranky Kong.

How does it work?

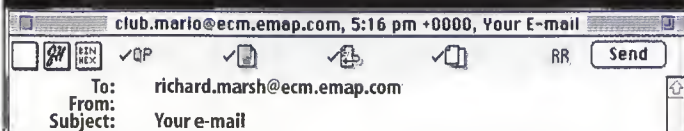
You have to sneak around towns and cities, blasting Junior K. Krool's evil goons. There'll be bosses at the end of each level. Funky Kong gives you loads of weapons, Candy gives you sneaky gadgets and Kranky gives you potions.



NOM thinks...

It sounds like a mix between Perfect Dark and DK64, which could be a good thing. We can imagine the DK clan climbing drain pipes, leaping across buildings and pelting enemies with banana guns.

Your e-mail



Before you send us your e-mails, check out the red box below. Follow these simple rules and you'll get a reply quicker!

"When I heard the news of a Sonic the Hedgehog adventure on Game Boy Advance, I was blown away. It's hard to imagine that just over six years ago Nintendo and Sega were at each other's throats! I quite honestly have to say that the original Sonic quest on the Sega Mega Drive is still one of my all time favourite games (sorry, Nintendo!), and I'm hoping for the Game Boy Advance version to be even better!"

Michael Dodd

■ There's no doubt that Sega has made some fine games over the years, and I'm sure it'll do the business for Nintendo.

"Do you know why people hate Pokémon? Because it's complete hype. If it wasn't all hype, people would not complain about Pokémon. I'd always like Pokémon, even if it wasn't all hype."

Pieter Jordaan

■ Do you think people are suffering from Pokémon over exposure?

"I saw Joe's message in last month's NOM where he said that 'there was a crap Zelda cartoon in 1991', but let me correct some things. First of all it wasn't crap, I always used to watch it and, second of all, it was very exciting when I saw it."

Rhodri Ellis

■ Opinion's split over the Zelda cartoon. Personally, I thought it was a bit naff, probably because Link spoke in a cheesy American accent.

"Pokémon is soooooo boring now. Everyone out there who reads Nintendo Official Magazine needs more action, and this comes from one place and one place only... the WWF! How about WWF fans laying the smacketh down on Pokémon lovers? We'll show them who the true battling Masters are!"

Nicola Brown

■ WWF Vs Pokémon, now that's a tag team fight I'd like to see! I can imagine it now, Kane against Hitmonchan. But who'd win...? Answers on a postcard to the usual Club Mario address.

"Back in issue 96 of NOM, a guy called Craig Milsom wrote in asking whether or not you'd be able to play Pokémon Gold & Silver on a Game Boy Pocket. My friend has a GB Pocket and it works perfectly fine on hers."

Cecily Gabriel-Pullen, Dorking

You heard it here first... **Tim**

"Have you ever noticed that there are real Pokémon in our world... our pets! Get it? We own them, feed them, walk them and take them places. See, we live in the real world of Pokémon."

Neil Gartshore, Fife

■ We certainly hope you don't let your pets battle! **Rich**

■ If I squint really, really hard, my pet goldfish looks just like a Seaking, although I've never seen it use a Horn Drill attack on anyone... **Tim**

MARIO'S WINNER!

"Nintendo are making a big mistake with Conker's Bad Fur Day. Who is it that buys the majority of their games? People like me, and I'm not old enough to buy the game, so who's going to buy it...?"

David Collins, London

■ They're taking a risk alright, but there are people out there who think Nintendo only make games for young players. So perhaps it's an attempt to reach a wider audience. **Rich**

"I agree with Greg Mathers, Mario is a nerd! Link can beat up monsters, transform into different creatures and clone himself. All Mario can do is be fat, ugly and a twit who drowns easily. He can't even run up a hill without sliding back down. 'Club Link' sounds snazzy!"

James Archer, Swindon

Leave the little fella alone, James! He's a 24 carat Nintendo hero, and he'd whup your butt. **Rich**
I've got a feeling we've not heard the last of this... **Tim**

WWF Superstar Interviews

We're teaming up with THQ, the company behind WWF No Mercy, to bring you a monthly WWF page in NOM.

The last page of Nintendo Official Magazine will be THE place to find posters, fact files, WWF news and juicy wrestling gossip.

Not only that, but we'll be interviewing some of the biggest names in WWF, and we want YOUR questions. So if you've got a question for Mankind, Chyna, Undertaker, Chris Benoit or Kane, send it in to the usual Club Mario address. But please remember to clearly mark who your question's for, and mark the top of the address 'WWF Questions'.

"Hey! Do you want to know what my favourite wrestling match of all time is? Well, write in and ask me!"



A few e-mail rules

We'll do our best to reply to all your e-mails, but we need your help to do this. Follow these simple rules to get a speedy response...

- Keep to short messages! We don't have time to read 500 word e-mails.
- Number your questions and keep 'em brief.
- Put everything in one e-mail, rather than sending six.
- Look at page 3 of the mag. Only send e-mails to the right people.

Blag Fest Answers

Blag Fest April 2001

Going for Gold
(C) Furret

The Bat is Back
(C) Luke Skywalker

Monster mania
(A) Nessie

Flying high we'll touch the sky
(A) Granny

Game Boy Blag Fest April 2001

Men in tights
(B) Sherwood Forest

Save the planet
(A) Professor Xavier

On the move
(C) Chicken Run

MARIO'S WINNER!

"I can't believe how good the shots from Nintendo's Game Boy Advance look. I showed my brother some of the shots in your magazine and got him to guess what console they were from. At first glance he said it looked like something you'd see on a PlayStation. In short, the Game Boy Advance is going to kick ****!"

Brian O'Connell, Stillorgan

■ You're right! We've been amazed by the shots of Game Boy Advance titles, and we can't wait to get our hands on one. **Tim**

■ I want the first go, Tim. Please! Let me play GBA first... **Rich**

"I don't want Sega games on my Nintendo consoles. Sega games have always been crap!"

James Wyton, Cardiff

■ Steady on, James! **Tim**

■ I'm sure their games will rock. **Rich**

NINTENDO TOP 100 THE READER VOTE

You've read about NOM's Nintendo Top 100, and now it's your chance to have a say. Get voting!

Time to vote

We had a massive response to our Nintendo Top 100 in issue 100, so we're going to let the Nintendo nation grab a piece of the action.

Over the next few months we'll be taking YOUR votes for the Nintendo Top 100, and printing the

definitive list in a future issue of NOM.

Don't worry, though... we don't want you to vote for 100 Nintendo things! Instead, we only want you to fill in the entry form on this page.

So grab a pen and get writing. Your vote counts!

What to vote for

The NOM 100 is a little different to other charts because it doesn't just focus on games.

Instead, it covers ALL the coolest Nintendo stuff from the past and also looks forward to the future. We want you to vote for your favourite 10 Nintendo things, and these will be used to compile the list. Here are a few suggestions of things you might like to vote for...

- NES, Super NES and N64 games
- Nintendo heros
- Nintendo villains
- Issues of NOM

- Magical moments
- Multiplayer games
- Anything else that's both cool AND Nintendo related

Nintendo Top 100 Reader Vote

Please complete this form and send it to us at the usual address, which you'll find on page 3. You can copy this form onto a piece of blank paper if you like, or you can photocopy it. However, you MUST mark your envelope clearly with the words 'NINTENDO TOP 100 VOTE'.

Name

Address

■ My all time Nintendo Top 10 is...

- | | |
|---------|----------|
| 1. | 6. |
| 2. | 7. |
| 3. | 8. |
| 4. | 9. |
| 5. | 10. |

■ There'll be a prize for anyone whose vote matches the final Top 10, so make sure your writing's clear and easy to read.

BLAG FEST

Yes, you heard it right, Nintendoids. Listen up for details on the biggest Nintendo Official Magazine giveaway of the year. You could be a winner!

WIN A GAME BOY ADVANCE

Thanks to our mates at Nintendo, we've got **TWO Game Boy Advances** and the complete line up of **UK launch titles** to win.

Not only that, but you could be the envy of all your mates because you could be playing your GB Advance a **WHOLE MONTH** before it goes on sale!

Just imagine battling it out at rocket speeds in F-Zero or using all your brain power in Kuru Kuru Rin. And all before anyone else in the UK!

We can't wait to get our grubby mitts on this amazing machine, so just read the checklist on the next page to find out how you can win.





Awesome games

The GB Advance is gonna rock your world when it comes out this Summer, but you could have one before anyone else.

Whether you want to fight it out with Mario and his karting chums or command armies in Napoleon, there's going to be something for everyone in the first batch of Advance games.

And with Pokémon World, ISS, Rayman, Chu Chu Rocket and Pinobee coming over the next few months, this is the machine to have.



▲ This is the game we all want... Mario Kart Advance! Imagine playing four player link up with your mates.



How to win ►

So, how do you go about winning a GB Advance and some of the best handheld games on the planet? Things are a little different in Blog Fest this month, so carefully read the checklist to the right to find out how to enter...

- 1 To enter, you'll need TWO Game Boy Advance tokens. The first one is on this page and the second will appear in next month's issue of Nintendo Official Magazine.
- 2 Cut out the token on this page and keep it safe. In next month's Nintendo Official Magazine, we'll be printing the second token and a voucher to stick your two tokens onto. Don't forget to grab a copy!
- 3 We won't accept photocopied tokens and only vouchers with two tokens stuck on will be entered into the draw.
- 4 The decision of Nintendo Official Magazine is final. End of story.
- 5 The closing date for entries will be in next month's issue.



Get set for more monster mania from NOM's Pokémon Tour 2001. If you came along, try to spot yourself in these pics!

Send all your Poké stuff to:
Pokémon Centre,
Nintendo Official Magazine,
Angel House, 338-346 Goswell
Road, London EC1V 7QP.

Round three!

The NOM Masters had a tough time at the Southampton and Ipswich challenge dates, but nothing prepared them for the London, Edinburgh and Glasgow events!

The Trainers in these cities were some of the toughest on the whole Tour, and they gave the NOMsters a run for their money.

All NOM's finest Trainers were on the road for the last four dates and, if you managed to beat one of 'em, consider yourself a true Master!



▲ Pokémaniacs of all ages came along to beat the NOM Masters in titanic GB battles!

The NOM Masters

Last year, poor old Dave, Rich and Tim were all by themselves at the Pokémon Tour dates... but not this time!

The Tour 2001 featured a host of guest Masters, including the Pokémon World Champion, Darryn Van Vurren. What a fearsome Trainer he is!

Michael Jackson, Nintendo Official Magazine's awesome tips guru, also hit the road to get his first taste of Pokémania. And he didn't know what the heck had hit him!

Dave McComb

399 HP



Magazine Editor. Length: 5'8"; Weight: Too much

Pokémon of choice Dave stuck with his fearsome Lv 100 Mewtwo which did so well in last year's Tour. Blizzard was his move of choice, but he had a sneaky Swift ready for people who tried to use Double Team against him.

Dave doesn't like being beaten. In fact, he'd rather make a young child cry than admit defeat in a Pokémon duel. He's a brute, you know!

Darryn Van Vurren

416 HP



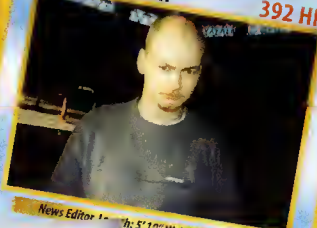
Pokémon Champion. Length: 6'2"; Weight: Not much

Pokémon of choice While the NOM Masters insisted on one on one battles, Darryn fought in a variety of styles. He even battled a few challengers using Gold and Silver creatures! He was very rarely beaten in a Poké duel.

Aside from being frozen occasionally, Darryn was unstoppable on the Pokémon Tour. Even Master Dave was too scared to challenge him!

Richard Marsh

392 HP



News Editor. Length: 5'10"; Weight: Classified

Pokémon of choice Rich used a Mewtwo as his favourite move was now, is quite unreliable. Tim scream like a loon

is a fearsome fighter, es fall short of their contact, he's a monster!

Tim Street

342 HP



Deputy Editor. Length: 6'5"; Weight: Light as a feather

Pokémon of choice Tim was a brave soul. Sick of using Mewtwo all the time, he decided to use his fearsome Articuno instead. Unfortunately, he fell foul of many Psychic attacks. Most people wanted to play Tim 'cos they knew they'd win!

Tim is the whipping boy of Nintendo Official Magozine. His Pokéman are well trained, but lose easily in one on one battles.

Michael Jackson

388 HP



Tips guru. Length: 5'10"; Weight: Porker

Pokémon of choice High kickin' karate king Michael Jackson wanted to use a Psychic Type, but hated the thought of using a Mewtwo all day. His awesome Alakazam had a great range of moves and kicked ass at all Tour events.

Like his famous namesake, Michael Jackson's a bit of a thriller. His attacks may be off the wall, but there's no daubt about it - he's baaaad!

Lee Valley Leisure Centre, London, 20 January

Disaster struck at Lee Valley Leisure Centre... the Mew download machine broke down for a while!

Poor old Rich had to restart the machine EVERY time someone won a Mew, meaning that the challenge queue stretched for miles!

Luckily, the Lee Valley Trainers were some of the most friendly we met on the Tour, and they certainly knew plenty of ace battle strategies.



▲ Robbie Payne came, saw and conquered. And did he enjoy his victory or what? What a swine!



▲ Even though the event was held indoors, George Temenu kept his hood up.
▶ Over the course of time, hand signals have replaced speech. This means 'Unlucky!'
◀ Craig Hoare lost, but he had an ace time!



▲ Andrew Hicks won his battle.



Crystal Palace, London, 21 January

LOADS of tough Trainers came along to the Crystal Palace show in London, making it the longest day of the whole Tour.

Rich was supposed to leave the event early, but he was there until well after four o'clock, battling a massive queue of London Trainers.

Luckily, Rich's terrifying Mewtwo was on form that day, and he managed to whip most of the challengers in the blink of an eye!



▲ It was a big thumbs up from the Crystal Palace massive who queued patiently for hours on end.
▶ Crystal Palace was one of the busiest days on the tour, with some top trainers.



▲ Sam Fletcher battled through the pain barrier. Brave!



▲ William Tansey managed to smile, despite us whipping his butt!



▲ Maria Mirio was a brave challenger but, alas, the NOM crew were on form!

National Stadium, Glasgow, 27 January

The NOM Scottish Tour didn't pull a massive crowd, but the Glaswegian Trainers were out in force this year!

Young Michael Jackson had some tough battles on his hands, but he managed to beat off most Poké challengers.

Christopher Saunders even came along dressed as Ash Ketchum himself, and he managed to beat the NOM Masters into submission! What a great Trainer...



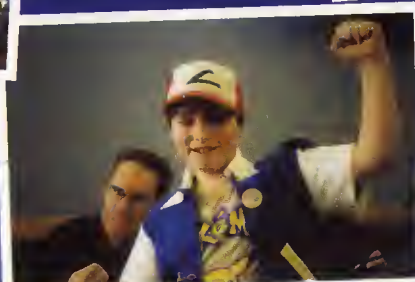
▲ Plenty of trainers fell in love with Pokémon Stadium. They all got a free go at the NOM Tour.
◀ Gareth Young made mincemeat of our Masters. What shame!



▲ What they lacked in numbers, they made up for in knowledge.



▲ James Reid managed to beat all the NOM Masters who stood in his way.
◀ Christopher Saunders really looked the part in his Ash costume.



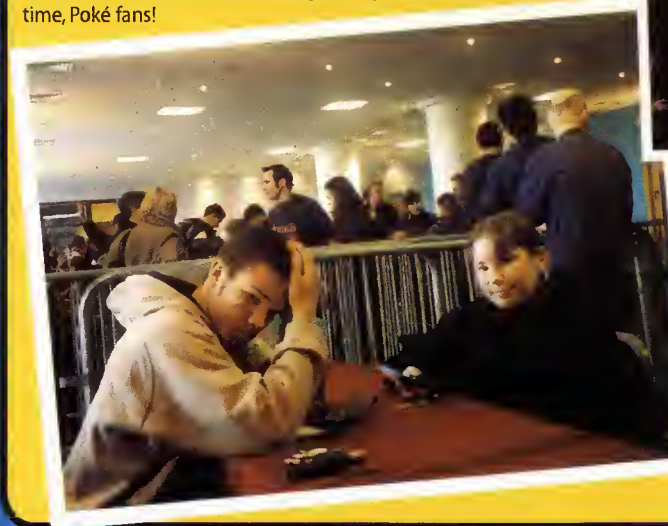
Murrayfield Stadium, Edinburgh, 28 January

The NOM Masters breathed a sigh of relief when they reached Edinburgh... it was the very last date of the Tour!

The Scottish Trainers put up an extra hard challenge to try and send the NOM Masters packing, but we were much too tough!

After winning most battles, the NOMsters were able to leave Scotland with their heads held high. See you next time, Poké fans!

▼ Concentration levels were high.



◀ Stephen Duff had Michael Jackson looking worried!
▶ Scott McCarkell taught the NOM Masters a thing or two!



▲ After 13 dates, the tour was finally over. Time to catch up on some sleep!



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Dr Mario

Game Info

By: **Nintendo**
Type: **Puzzle**
Release: **TBC**

NEW FOR
NINTENDO 64



Just when you least expect it, Mario surprises us! We thought we'd seen the last of the portly plumber on Nintendo 64, but he's back for one last game before he dazzles us with his Gamecube offerings.

Dr Mario was originally released to massive acclaim on the NES, and now it's back with its irresistible blend of puzzlefastic gameplay, and super-tuned multiplayer modes plus the drop dead gorgeous looks of an N64 title.

The aim of the game is simple enough... you've got to drop pills onto nasty viruses! If you match up four wicked viruses of the same colour, either horizontally or vertically, the line disappears, taking the nasty bugs with it.

Where the game really shines is in its multiplayer modes, with the choice of

Co-operative or Versus games, making for some manic moments. But there are also some excellent one-player modes, including Flash mode, which features hordes of viruses, and a stamina-sapping Marathon mode, that'll test the most skillful puzzler.



● Super-tuned gameplay ● Latest Mario game on N64



▲ All you have to do is drop pills onto the nasty viruses as they invade. You get more points if you match up lines of the same colour.



▲ The game is packed with your favourite Nintendo heroes and villains. Here, Mario and Wario see who can cure their sire first.





▲ There are loads of settings to try. If you're a Dr Mario expert, crank up the difficulty for an insane challenge.

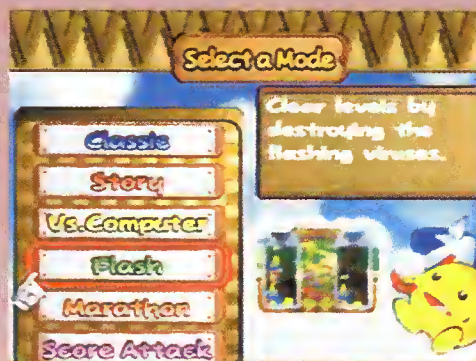
64

● Multiplayer modes



▲ Like in all the best N64 games, four players can go head to head for some puzzling action with Mazza and pals.

► Look at those options! If you're searching for a puzzle game, last month's rejoice 'cos your search is over!



We think...

With super fast gameplay, fine tuned graphics and multiplayer modes, Dr Mario has all the vital ingredients needed to make an awesome puzzle game. It's going to be a 'just one more go' kind of game, and that's guaranteed!

Aidyn Chronicles

The First Mage

Game Info

By: **THQ**
Type: **RPG Adventure**
Release: **May**



● **Fantastic story** ● **Strange beasts** ● **Massive worlds**

Aidyn Chronicles has been in development for what seems like an eternity, but the wait for this sword 'n' sorcery RPG is almost over and we should have a full review next issue.

Harking back to a time where strange and powerful beasts roamed free and magic was a way of life, Aidyn Chronicles is a traditional turn based RPG. Expect loads of characters to talk to and a story with more twists and turns than Ryan Giggs on the wing.

Building up a powerful squad is a big part of the game, as you'll need a varied mix of people to complete this quest. A long and arduous journey also awaits as you try and find the Mirari and Jundar people, the only race capable of freeing Alaron of the strange illness he carries.



▲ This is the castle Alaron lives in and home to many of the characters you'll come across. Within its walls lie a maze of corridors, stairways and dark and dingy passageways. Very creepy.



▲ Alaron is poisoned by a group of hideous green monsters. While he suffers from the effects he's transported to a strange place.



▲ The combat is turn based, so it's a case of working on your battle strategies rather than diving in head first with a sword.



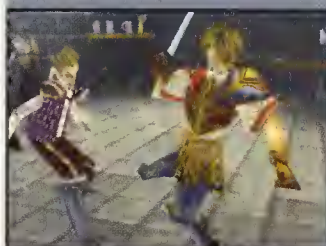
▲ You'll encounter tons of colourful characters, all of who like a natter, so it pays to hear what they have to say.



▲ The areas of the game are very big, though luckily there's a compass to guide you through, great for orienteering nuts!

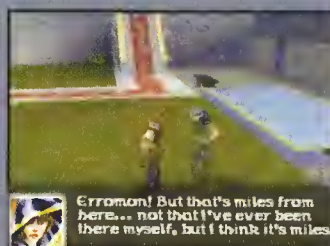
Who's who

Aidyn Chronicles features many playable characters, and one of your first tasks is to choose your squad. Here's a look at some of the players.



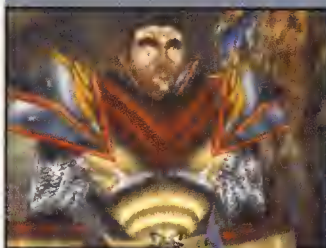
Alaron

Orphaned as a child, he was taken in by the king, and is training to become a class knight. If he does well in this quest he'll become a knight.



Brenna

Like Alaron, Brenna's also an orphan and one of Alaron's best friends. She's a feisty young lady and although they argue like cat and dog, she's an expert thief.



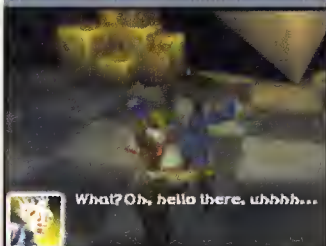
Abrecan

Captain of the King's guard, and the kingdom's most skillful and trusted knight. A rather bad tempered individual, he nevertheless looks out for Alaron.



Rheda

A real whizz kid when it comes to magic, Rheda is Alaron's magic tutor. A very passionate sorceress whose enthusiasm sometimes gets the better of her.



Godric

He's the castle's alchemist, who knows just about everything there is about herbs and potions, although his experiments can go wrong.

We think...

Okay, it may not look as good as a Zelda game, but what does? Aidyn Chronicles promises a return to traditional RPG gameplay, complete with an engrossing story, characters who evolve over time and amazing worlds full of fantastic creatures. Look out for our review next month.

Pokémon GBA

Game Info

By: **Nintendo**
Type: **2D Adventure**
Release: **2002**

Nintendo has finally announced a Pokémon game for GBA. Going under the working title of Pokémon World, the new game is due to hit the shelves next year, in Japan at least.

If that wasn't enough, they also lifted the lid on an exciting new peripheral that will work with the new game. Called the GBA E-Card Reader, it's a device that downloads information from specially designed Pokémon Trading Cards.

The cards will apparently hold information on attacks, evolutions and strategies, expanding the capabilities of Pokémon contained in the GBA game. The cards use Olympus' Scan Talk technology, with each barcode containing several hundred times more info than a standard barcode.

Nintendo also unveiled three of the new Pokémon that feature in the game. The wicked creatures will appear in the forthcoming film, Celebi Encounter Over Time. No exact UK release date has been confirmed for this new Poké flick.

● Brand new adventure ● Amazing new creatures



▲ You'll be able to use the special cards to play the Trading Card game, as well as downloading cool info.

► Meet the new Poké gang starring Kakureon the lizard, Hoeruko the killer whale and Luriri. Gotta catch 'em all!

We think...

Another solid gold example of Nintendo innovation. From what we've seen of other GBA titles, the new Pokémon game should be amazing looking and incredible to play. Hold tight for new info.

Tony Hawk's Pro Skater 2

Get set to grind the tricks of your life as the slickest boarder in the park steams onto your Game Boy Advance.

This is a dream come true for all skate fans, with stunning skater animation and parks taken from the Tony Hawk's 2 title on GreyStation.

With 13 stars to choose, including Tony Hawk himself, you'll need to be a cut above the rest as you grab the SKATE letters and videos.

The realism is pushed to new levels too as your skater will even splash some claret if you wipe out pulling an impressive combo.



◀ Perform a heap of trick combos and you'll become the daddy of the park.



GB Advance is coming!

● Launch titles confirmed ● Around £80

Game Info

By: **Nintendo**
Type: **Various**
Release:

22 June

Start saving your pocket money, the Game Boy Advance is heading your way in just two months!

On June 22 the latest and greatest portable pal will launch in the UK at about £80, with games retailing at under £30.

Eight titles will be available including Super Mario Advance, Kuru Kuru Rin, F-Zero Maximum Velocity and Rayman, plus there will be three colours to pick from, purple, clear blue and white.

With another 40 titles expected by the time Santa arrives, this amazing machine is going to blow you away. And next month we're going to bring you an in depth look at the games and the hardware.

Game Boy Fast News

● Rayman dazzles like crazy

We've been given access to a playable version of Rayman GBA, and we were blown away. Based on the GreyStation version, this is without doubt one of the best looking GBA games to date. We'll have an in depth look next month, so get your copy of NOM reserved.



● Lady Sia's looking good

Another quality title is confirmed for GBA. Lady Sia is an action packed side scroller featuring some far out levels and bosses decidedly on the large side. Staring a kick ass female hero called Lady Sia, this is definitely one to watch.

● Tweety Pie gets a makeover

Fans of Mario Party style games can look forward to a portable board game fest with the arrival of Tweety and the Magical Jewels. The game features heaps of mini games and all your favourite Looney Tunes characters including Bugs Bunny and Daffy Duck. It'll also be one of the GB Advance's launch titles. Cool!

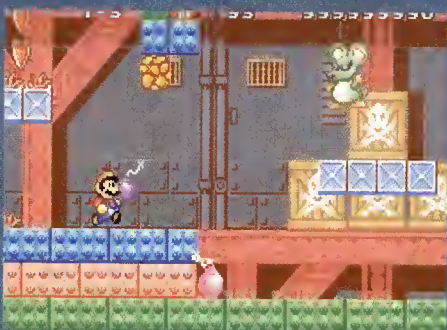
● Chu Chu Rocket goes multiplayer

Last month we showed you a couple of screenshots from Sega's forthcoming GBA title, Chu Chu Rocket, and we'll have even more next month. But in the meantime we can confirm it'll support four player gameplay, and come with a course creation option as well as tons of other cool ways to play.



● 3-2-1 blast off on GB Advance

Iridion 3D is an amazing shoot 'em up and an intense one at that. This outrageously pretty blaster is one of the most action packed GBA games we've played, featuring hordes of gun happy aliens and some immense bosses. If you like fast 'n' furious games, this is one to watch.



▲ Super Mario Advance is one wicked game, and a perfect title to showcase the awesome power of Game Boy Advance.



► It's a-me! If you wanna join Mario and his pals in one of the GB Advance's finest games, you haven't got long to wait.

We think...

We've got our hands on the GBA and we can safely say you've gotta get one. The games look and sound absolutely amazing, and at under £100 you really can't grumble. Nintendo, we salute you!

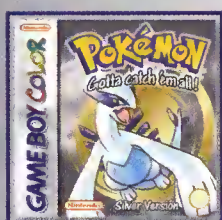
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THE ROCK



Factfile

From Miami

Height 6' 5"

Weight 275 lbs

Finishing move The People's Elbow

Did you know?

- The Rock's previous stage names were Rocky Maivia and Flex Kavana.
- His real name is Dwayne Johnson.
- He beat Kurt Angle to become the first ever six times WWF World Title holder! Not only that, but he's been Tag Team Champion four times.
- He's the king of the ring and now he's taking Hollywood by storm.

The Rock is set to star in The Mummy Returns as the Scorpion King.

Can you smell what NOM's cookin'?

The Mummy Returns opens on 18 May, but thanks to UIP/Universal five readers will win a family pass, crew jacket and T-shirt. Starring Brendan Fraser, Rachel Weisz and John Hannah, the film is set 10 years after the original. Imhotep's back, but a more powerful force wants to stop him and take over the world! Answer this and you could bag the goodies...

Q What's the name of the evil mummy in the new film?

- A** Brian
- B** Colin
- C** Imhotep

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